**COOL PS2 STRATEGIES** | **SSX, PS2 MADDEN, ESPN TRACK AND FIELD, TONY HAWK 2 PLUS ALL THE LATEST TRICKS!**

ZIFF DAVIS

December 2000
ISSUE 39

# OFFICIAL U.S. PlayStation MAGAZINE

## Did You Get Your PS2 Yet?

## 18 PS2 REVIEWS!

- TimeSplitters
- Silent Scope
- Orphen
- FIFA 2001
- Smuggler's Run
- Midnight Club
- Summoner
- Tekken Tag Tournament

Hot New PS2 Titles:

## GRAN TURISMO 3 and TWISTED METAL: BLACK

The Bandicoot's Final Party?

# CRASH BASH

## HISTORY OF CONSOLE LAUNCHES

How does the PlayStation 2 Launch Stack Up?

## SHAQ

Exclusive Interview with the Star of NBA Hoopz



## EXCLUSIVE DEMO DISC

Madden NFL 2001, Disney's The Emperor's New Groove, Mat Hoffman's Pro BMX, MTV Sports: Pure Ride, Star Wars Demolition, Muppet Race Mania, 102 Dalmations

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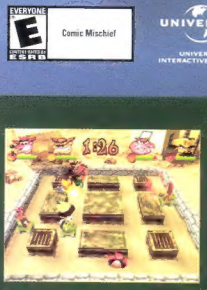


# CRASH IS READY FOR BATTLE. ARE YOU?

It's time to separate the men from the scared little boys. Crash and his friends are back in a knock-down-drag-out arena-style rumble. Blow stuff up in a tank, toss TNT and engage in some good old-fashioned hand-to-hand combat. Brawl on a floating iceberg and duke it out in a jungle. Just watch out for the falling anvils. Fight solo or plug in a Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare but, then again, Crash isn't a conventional bandicoot.

CRASH BASH

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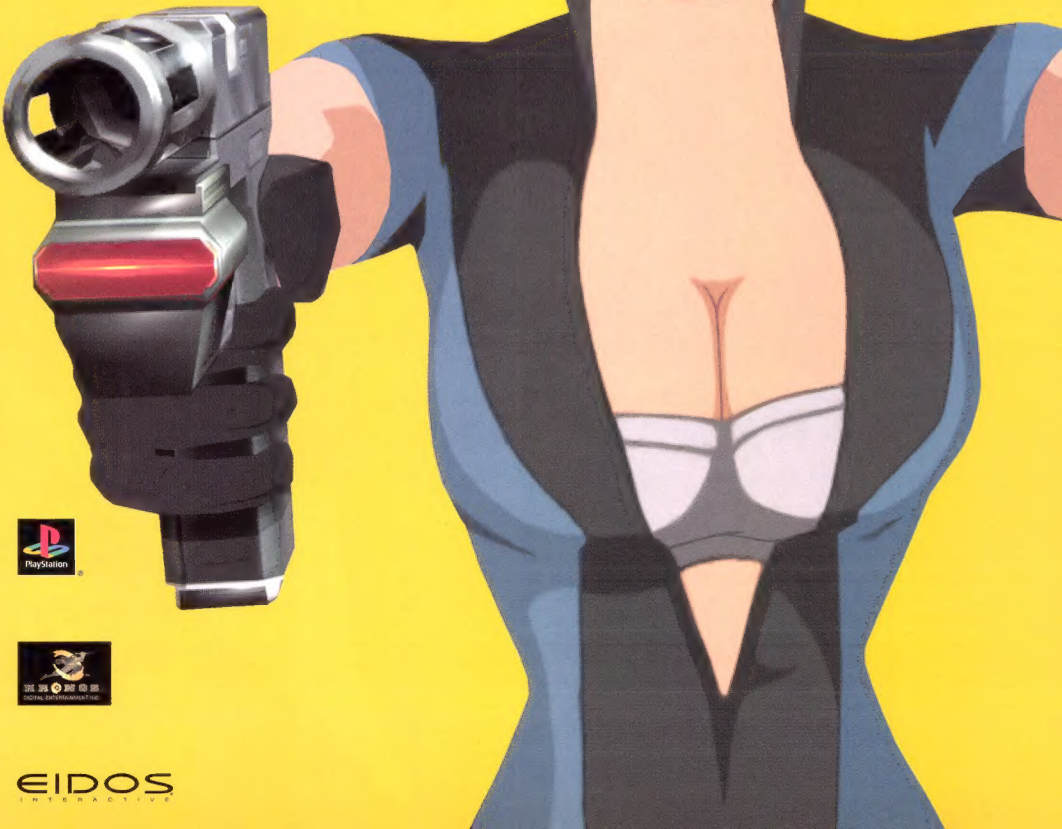







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INTERACTIVE

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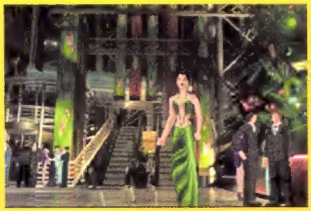

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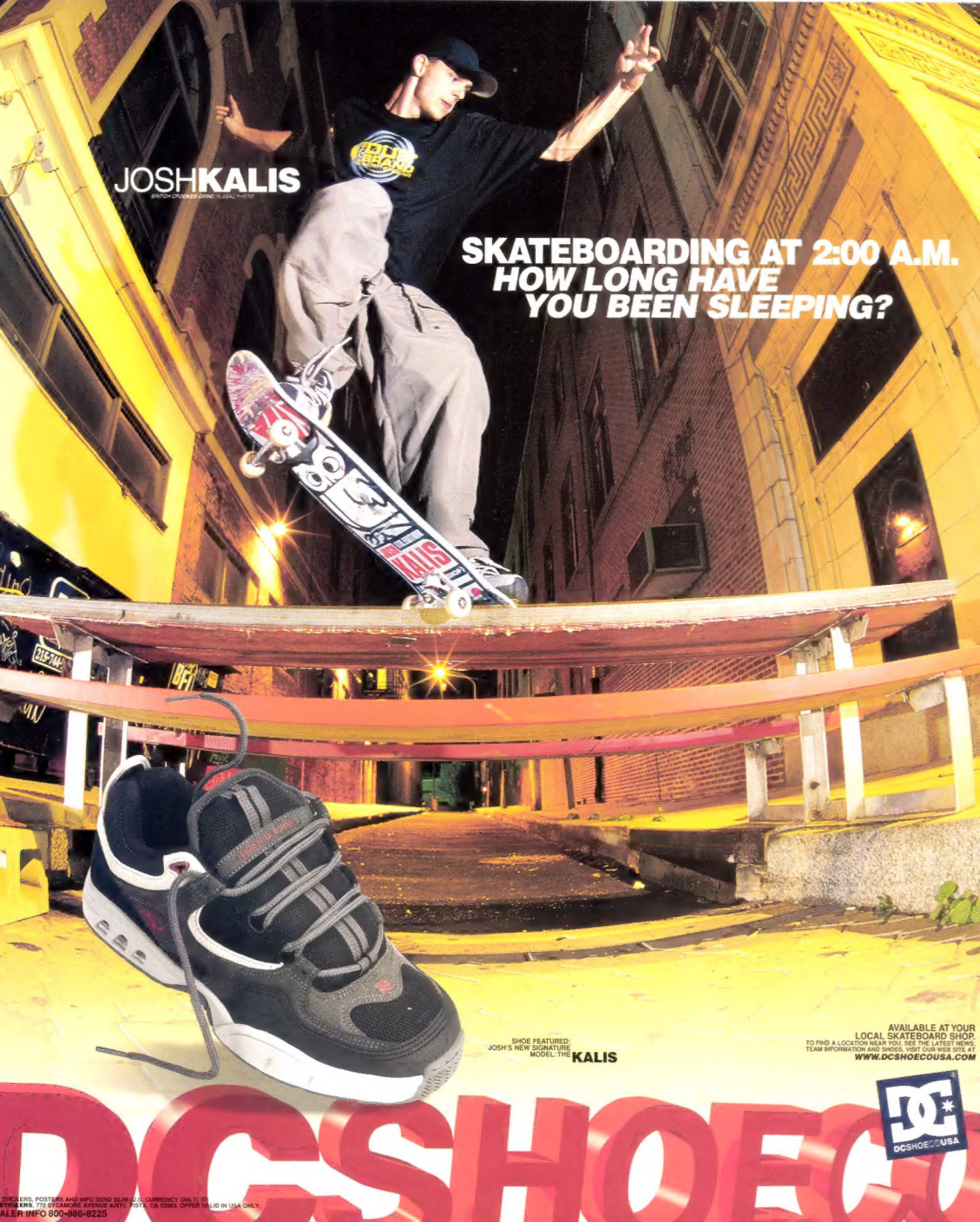
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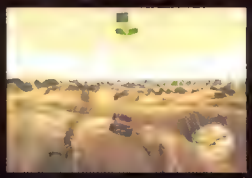

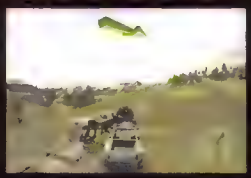

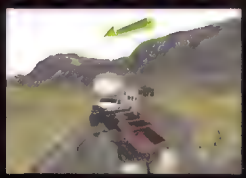

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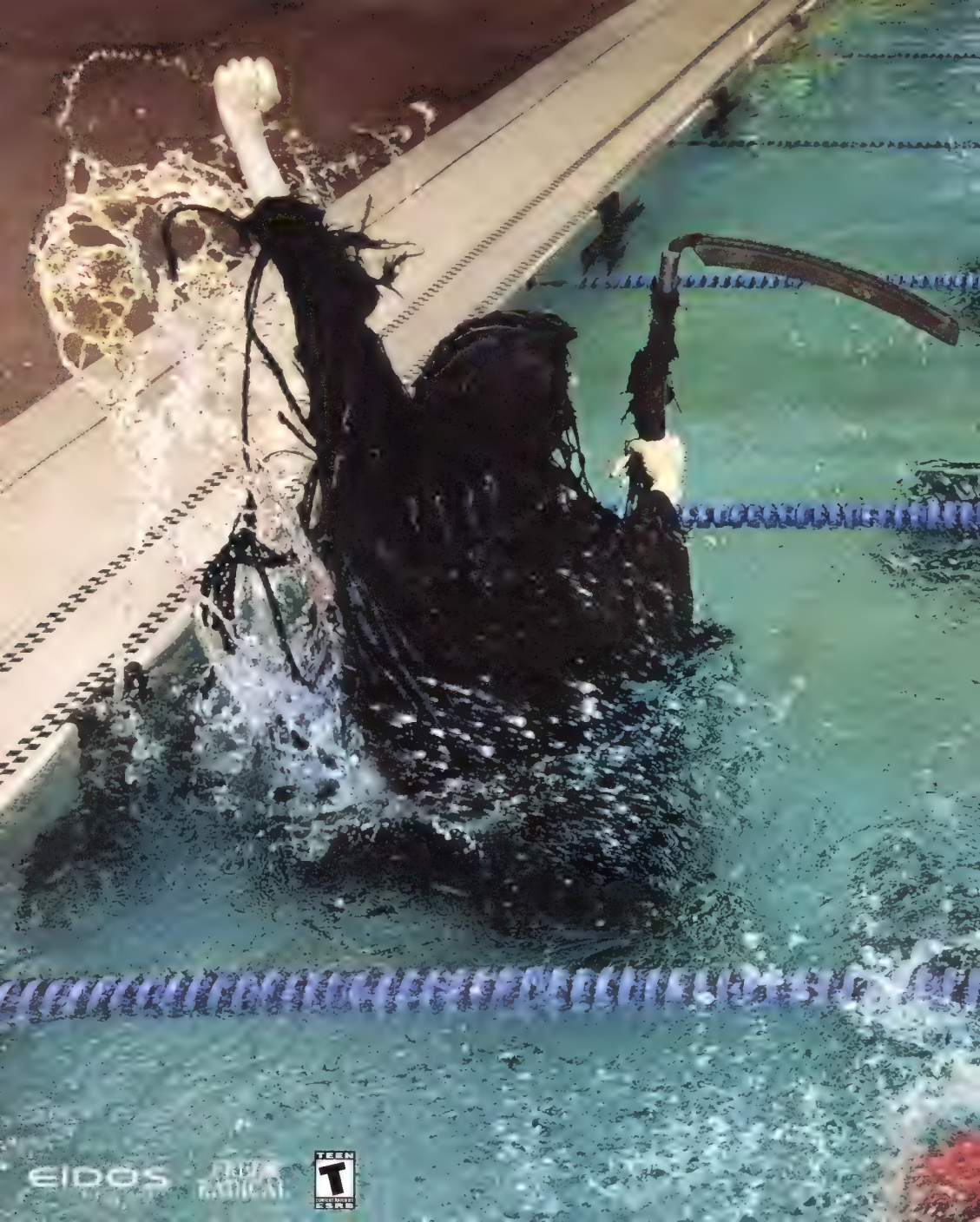
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## COVER STORIES THIS MONTH


### CRASH BASH • 138

[illegible] the last time [illegible] favorite band [illegible] happens [illegible]

### GRAN TURISMO 3 AND TWISTED METAL: BLACK • 110

[illegible] previews section for the exciting new [illegible] franchise games. GT2000 has [illegible] as never looked better than in the new [illegible]

### SHAQ • 56

[illegible] and what he thinks of video games [illegible] exclusive interview with the NBA MVP. Check out [illegible] NBA Hoopz from Midway.

### HISTORY OF CONSOLE LAUNCHES • 66

There may have been [illegible] million PS2s available at launch but [illegible] the biggest launch [illegible] some classic systems [illegible]

Printed in the USA

# CONTENTS


page 70

John Davison
Editor in Chief

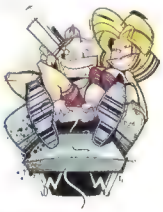
## Crash turns up every year

on the cover of this magazine, and each time he's been a part of something that really pushes the PlayStation. He's been at the heart of one of the most successful games franchises of all time, and now it looks like everything is going to change. Crash Bash, the focus of our cover story this month, isn't a particularly great game. It takes a great idea from another franchise on another system and forces it into an environment where it doesn't work very well. This is a crying shame. Crash has been a very bright star over the past five years. Let's hope that Jason "Creator of Crash" Rubin's comment in his editorial this month that this may be Crash's "Fat Elvis" period isn't true.

On a completely different note, this is our first issue serving both PS one and PS2 owners. We hope you all find the info you want within our pages. If you want to see more or less of anything, make sure you e-mail us at OPM@ziff-davis.com. Want to see more PS2 coverage? Less? More entertainment or DVD coverage? Send us your feelings and we'll make sure we adapt the magazine to your whim.

## DEPARTMENTS





## Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board pro[illegible] video games. [illegible] information about video game [illegible] ESRB ratings are intended as guidelines [illegible] parents should still monitor minors' purchase[illegible]

EARLY CHILDHOOD — EARLY CHILDHOOD RATING
[illegible]

EVERYONE — EVERYONE RATING
[illegible]

TEEN — TEEN RATING
[illegible]

MATURE — MATURE RATING
[illegible]

ADULTS ONLY — ADULTS ONLY RATING
[illegible]

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## DEMO DISC THIS MONTH


### PLAYABLE DEMOS

## MADDEN NFL 2001

[illegible] ns version of the [illegible] s the tight [illegible] gameplay to graphics, that [illegible] this demo you'll have [illegible] r team to pay off in the Two [illegible]

### STAR WARS: DEMOLITION RATING PENDING

[illegible] tar Wars franchise has been pulled and plucked and stretched o[illegible] the PS one across all genres, and you can now add vehicular [illegible] that lengthy list. Who doesn't love the idea of having a Rancor monste[illegible] battle Boba F[illegible]

### MAT HOFFMAN'S PRO BMX EVERYONE RATING

Activision continues its assault on extreme sports with Ma[illegible] time you. I have a bi[illegible]

### DISNEY'S THE EMPEROR'S NEW GROOVE EVERYONE RATING

[illegible] atures the young em[illegible] who has been turned into a llama by his shady meni[illegible] the game is [illegible] ne from evil and return to human form. What's more gratifying tha[illegible]

### MTV SPORTS: PURE RIDE EVERYONE RATING

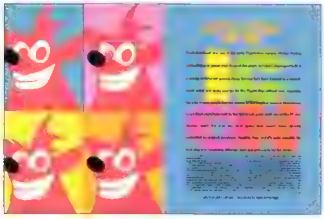
MTV Sports: Pure Ride is where [illegible] and snowboards. [illegible] do cool tricks (the usual [illegible] grabs and jumps) and most importantly, you'll get to [illegible] a pretty decent soundtrack.

### NON-PLAYABLE DEMOS

**MUPPET RACE MANIA, 102 DALMATIONS**

View the Muppet Race Mania demo and wonder at the same question we've been puzzling over all month: [illegible] thing more amusing than a muppet on a go-cart? Probably, but we can't think of anything right off. Also, you can check out the 102 Dalmations demo. So tell us, was there one dalmatian that didn't have spi[illegible]

# SPECIAL FEATURES



## CRASH BASH • 138


## SHAQ: NBA HAM • 56


## CONSOLE LAUNCHES THROUGH THE YEARS • 68

# PREVIEWS

### PLAYSTATION 2



### PLAYSTATION



page 168

# REVIEWS

### PLAYSTATION 2



### PLAYSTATION

# An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.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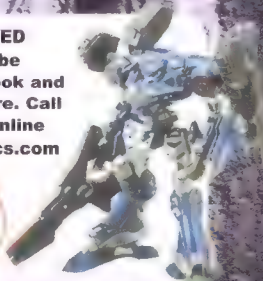


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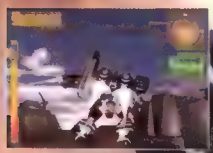
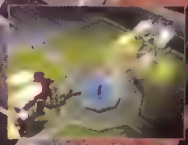

Enhanced propulsion technology


Wield an energy blade in close-quarters combat


Challenge a friend in 2-player split-screen action


Destroy!!!


Customize your A.C. for maximum damage


Replays display your accuracy level

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To **Slime**, Stomp and Smash everything far and near.

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Disrupt all in **Whoville**, from short Whos to tall.

And why should your grinchity ways bring such **pride**?

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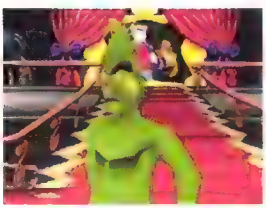
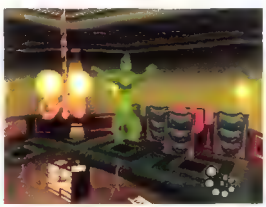




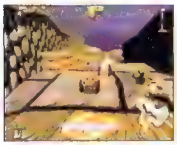






To Do List
Rotten Egg Target Practice
Test Rocket Spring on Max
Grease Copter Propeller
Triple-Check Love Shield
Practice Grinchy Looks
Buy Tub-O-Slime
KONAMI

## Non-Playable Demos



**Muppet Race Mania**

PLAYERS 1-2 • AVAILABILITY NOW • DEVELOPER TRAVELLER'S TALES • PUBLISHER MIDWAY • GENRE RACING

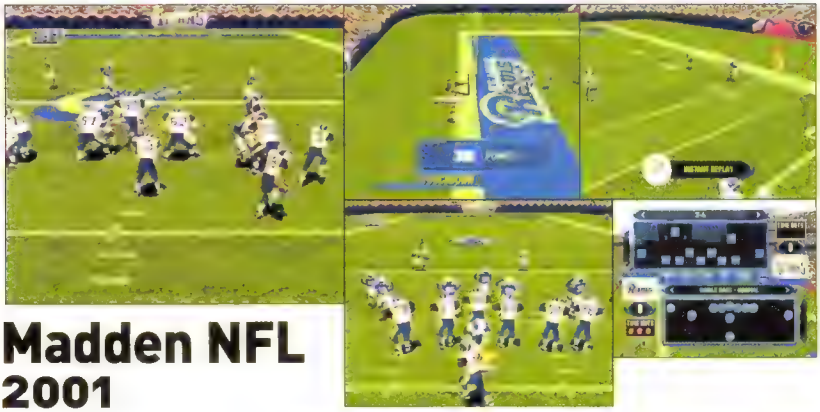
**102 Dalmations**

PLAYERS 1 • AVAILABILITY NOVEMBER • DEVELOPER CRYSTAL DYNAMICS • PUBLISHER EIDOS • GENRE ACTION

## Next Month's Demo Disc

***Playables:***
**Spider-Man, Driver 2: The Wheelman Is Back, The Grinch, 102 Dalmations, Army Men Air Attack 2**

***Non-Playables:***
**Medal of Honor Underground**



# Madden NFL 2001

What is it?

What to expect in the full game

Our advice

*OPM psychic sez*

Translated into common English, Madden

be obtained and used to open up codes, players and features. The big man returns to do the commentary, which is unfortunate for some. Still, would you rather listen to Al John belting out "Now that was a great hit!" or hear referees to Dartes, Pierce and Hoyer, [illegible] graphic "Near Are" [illegible]

drain the entire two minutes, or it can [illegible] with one long bomb or halfback breakout. Avoid running plays up the middle, where you can't get out of bounds (the sweep tends to work well for a few yards, plus you're close to the [illegible]

[illegible] important principles to keep in [illegible]

[illegible] "Think [illegible] and [illegible] but then [illegible] Any [illegible]

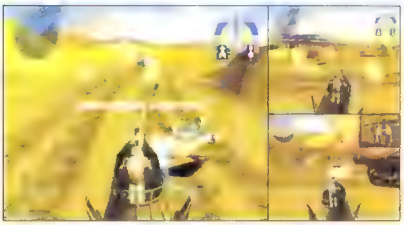

| | |
|---|---|
| △ JUMP | L1 VIEW RECEIVERS |
| □ DIVE | L2 AUDIBLE |
| ○ SPIN | R1 VIEW RECEIVERS |
| ✕ SPEED BURST | R2 STIFF ARM |

PLAYERS 1-10 • AVAILABILITY NOW • DEVELOPER EA SPORTS • PUBLISHER ELECTRONIC ARTS • GENRE SPORTS

## THE DRIVE

http://pl.Lo[illegible]

Andy Lyons, A.[illegible]



## Star Wars Demolition

It's becoming difficult to find a genre that the Star Wars universe can't be applied to: action (Jedi Power Battles), adventure (The Phantom Menace), massively multiplayer online RPG (the eventual online RPG), flight sim (X-Wing series), racing (Pod Racer) and even kart racing (Super Bombad). We add another to the list: vehicular combat. The House that Tie Metal Built now has AT-STs battling Rancor monsters in all of your favorite Star Wars locales. But don't write it off as a cheap license cash-in just yet. Star Wars Demolition is being developed by LuxoFlux, the brains behind Vigilante 8, and a team that knows a lot about what it takes to shed somewhat of a pedigree in the genre.

The demo includes only Luke's skimpy X-Wing fighter (the Star Wars equivalent of an AMC Gremlin) and a Droid Sled from *Return of the Jedi*—appropriately, that the Endor Ewok and world of Tatooine is the available battleground. Utilize the recharge pods, charge up both primary and secondary weapons, and always keep an eye on your radar. The finished version will have 13 selectable craft, some hidden and areas including Yavin IV, Naboo, Death Star II and Cloud City. I'm not sure how the Rancor is going to [illegible]

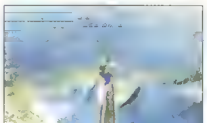
Vehicular Combat is a quality recreational activity and all, but if you want to see some real Star Wars demolition work, head on over to www.raverpants.org/skip to witness what happens when the resident *OPM* contributing college kid/demo disc writer collapses under the stress of final exams. The AT-AT talked a big game, but was no match for the ill-tempered giant. Warning: low-budget video ahead.

EVERYONE E — CONTENT RATED BY ESRB

| | | | |
|---|---|---|---|
| △ | NOT USED | L1 | CHARGE WEAPON |
| □ | BRAKE | L2 | SECONDARY WEAPON |
| ○ | NOT USED | R1 | CHARGE WEAPON |
| ✕ | ACCELERATE | R2 | PRIMARY WEAPON |

PLAYERS: 1-2 • AVAILABILITY: NOVEMBER • DEVELOPER: LUXOFLUX • PUBLISHER: LUCASARTS • GENRE: ACTION

## MTV Sports Pure Ride



We're being honest here. The *OPM* P[illegible] interesting ways to start off demo writeups of extreme sporting titles. A[illegible] shished a writer as he is, the English language can only d[illegible] so this writer is going to let you make your own intro for MTV Sports Pure Ride. Just combine any of the following words and phrases: snowboarding, Britney Spears, TRL, hip-hop soundtrack, "xtreme," shredding the white stuff, no[illegible] [illegible]

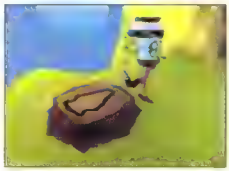
EVERYONE E — CONTENT RATED BY ESRB

| | | | |
|---|---|---|---|
| △ | GRAB | L1 | LOW ROTATION |
| □ | GRAB | L2 | NOT USED |
| ○ | GRAB | R1 | HIGH ROTATION |
| ✕ | JUMP/RAIL | R2 | NOT USED |

PLAYERS: 1-2 • AVAILABILITY: NOW • DEVELOPER: RADICAL ENTERTAINMENT • PUBLISHER: THQ • GENRE: SPORTS

## Disney's The Emperor's New Groove

If you didn't already know about Disney's newest animated feature-length film, this demo ought to clue you in. Apparently set in Incan times (you can't always be sure with Disney, they tend to stretch things), the film/game stars young Emperor Kuzco, who has been turned into a llama by his crooked mentor Yzma. Objective? Save the throne and return Kuzco to human form. The game feels and plays very much like Spyro the Dragon.



EVERYONE E — CONTENT RATED BY ESRB

| | | | |
|---|---|---|---|
| △ | VIEW | L1 | ROTATE CAMERA |
| □ | CHARGE | L2 | MOVE CAMERA |
| ○ | KICK | R1 | ROTATE CAMERA |
| ✕ | JUMP | R2 | MOVE CAMERA |

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: ARGONAUT • PUBLISHER: SONY CEA • GENRE: ACTION

## Mat Hoffman's Pro BMX

[illegible]

Skater? It seems that once again it must be done. The game that revolu[illegible] [illegible] erate and jump. Triangle to perform grinds and stalls, Square for air and Circle for spin. Combine the air and spin buttons with a press on the [illegible] couldn't do in THPS, but it's not too complicated. Jump in between stalls [illegible] ramp, do a small air trick, then land in a stall on a nearby ledge).

Oh, and scraping your knee from falling off a skateboard is nothing compared with the potent al festival of pain that riding on a bike entails [illegible]

EVERYONE E — CONTENT RATED BY ESRB

| | | | |
|---|---|---|---|
| △ | GRIND/STALL | L1 | FAST SPIN |
| □ | AIR TRICK | L2 | 180 ROTATE |
| ○ | SPIN TRICK | R1 | FAST SPIN |
| ✕ | BUNNY HOP | R2 | 180 ROTATE |

PLAYERS: 1-2 • AVAILABILITY: NOVEMBER • DEVELOPER: NEVERSOFT • PUBLISHER: ACTIVISION • GENRE: SPORTS

## Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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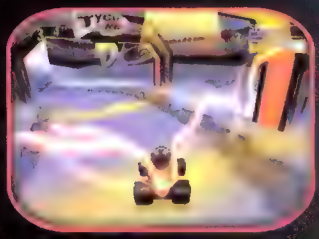
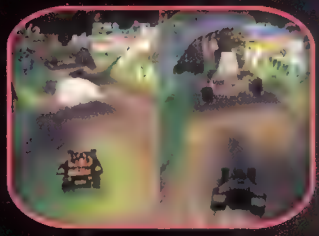
## Crash & Bash
your way through eight hazard-filled environments

## Supercharge
your vehicle with a turbo injection of high-speed energy



## Play Off-Road
bumper cars with split-screen head-to-head racing



## Smoke
your opponent in Battle Mode. One of five hair-raising modes of play



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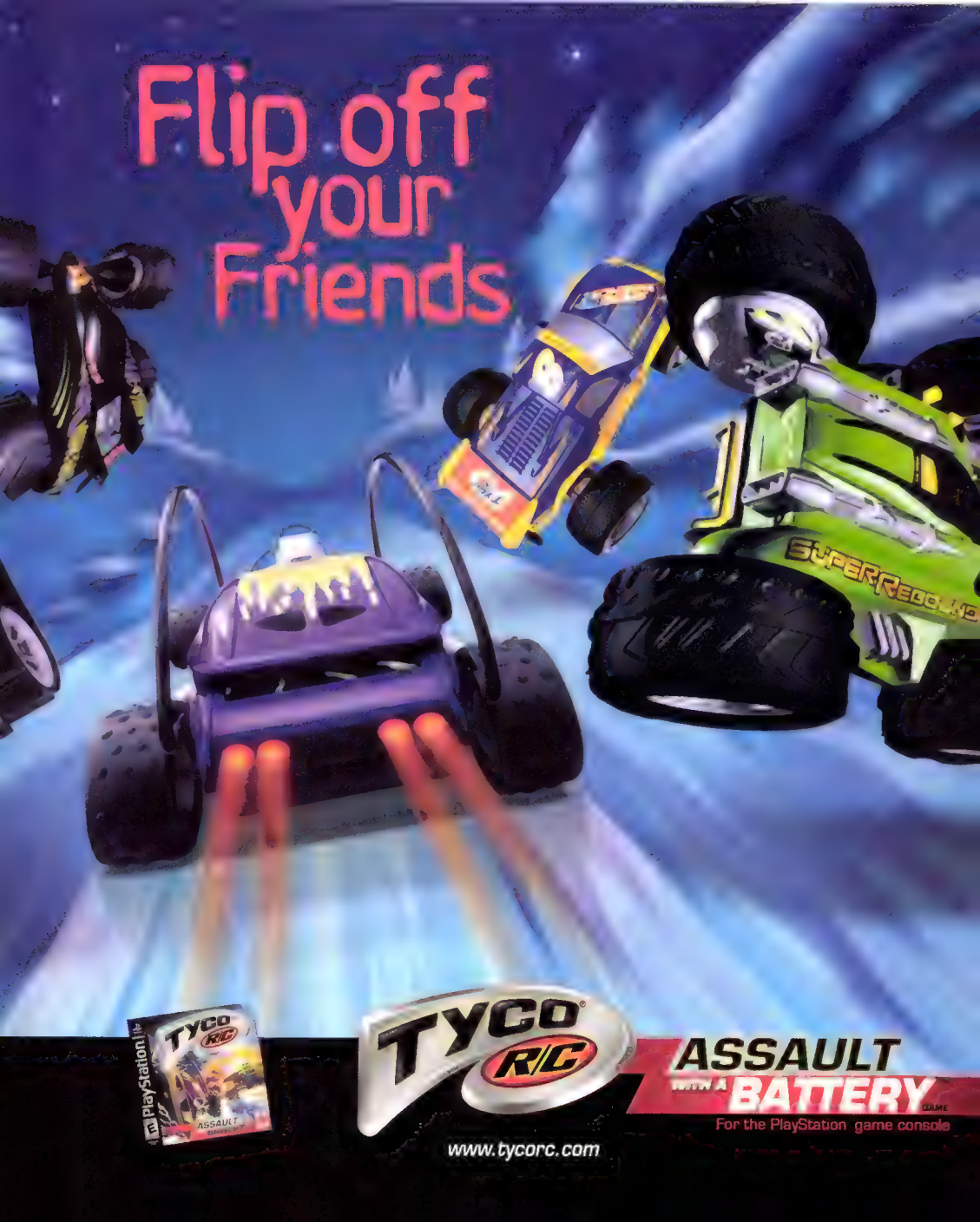
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Boston



## LETTER OF THE MONTH

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. If you win, be sure to use the Box of Joy only for good and never for evil.

### CONTACT OPM

snail mail

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### Fantasy vs. Reality

Shane Ramdhany

Ah, poor, misguided Shane. Describing FFIX as a throwback is a bit unfair (even though we're just as guilty as every other publication for saying those kinds of things). Why? Because FFIX features all the elements that have made Final Fantasy such a great series: superior story line, deep battle system, strong character development, excellent graphics, incredible music. And in many ways FFIX represents several steps forward for the series, despite its medieval setting. Check out this month's review, then run out and buy this game. You won't be disappointed.

### Focus on Games, Not Girls!

XdanX2@aol.com

There are two schools of thought when it comes to "girl gamers." Some feel that developers need to create specific titles that appeal only to females, often resulting in dreck like Barbie Digital Makeover. But others (and we're more firmly in this camp) believe that publishers need to do a better job of reaching out to new audiences with the games they're already making. Through advertising and marketing, publishers need to get the word out that gaming is for everyone—that just like the Slinky, gaming is "fun for a girl or a boy." We're pretty sure that many women would enjoy some of our favorite games if they just gave them a chance.

### Strange But True...

We're not kidding, folks—this is an actual letter. Thank goodness Tiff didn't include a picture!

Stick the landing
— they'll call you a champion.

Don't
and they'll call you
an ambulance.

# freestyle MOTOCROSS: McGrath vs. Pastrana

Travis Pastrana
Undefeated Freestyle Champion

Jeremy McGrath
11-time Supercross Champion

If you want to play it safe, take up tennis. But if you want sick freestyle moto-x action get FreestyleMotocross: McGrath vs. Pastrana from Acclaim Max Sports. With two of today's hottest Supercross and Freestyle Motocross riders taking on nine levels, over 30 insane tricks and balls to the wall racing action, your adrenaline will be pinned in fifth gear. Plus, there's more than one way to walk away the winner. That is, if you can still walk.



Developed by Z-AXIS

PlayStation

EVERYONE E

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www.acclaimmaxsports.com

## Underoos Are Fun to Wear

Japheht Jones

## Wrong Droid

"Crimsyn Fury"

We've also learned that the "Holo-Monsters" game has a name: Dejarik Challenge.

## Doubtful on Potter

coolmeows@aol.com

So you have every Harry Potter book? But you still think it's a dumb idea? Right.

## Subliminal Suggestions

## QUESTION OF THE MOMENT

**This month you tell us which gaming classics you'd most like to see remade for the PS2. Next month, let us know exactly what you were doing the moment the PS2 went on sale in the U.S. E-mail us at OPM@ziffdavis.com. Mark your notes launch day.**

Star Ranger and Troi
**Shuhei Zakkenayo**

Mr. [illegible] bitty [illegible] gadget needs a PS2 makeover!
**Sarah Carlton**
Oak Ridge, TN

Bungo Titus: Peter Pepper has been [illegible] too long
**Shane Gardner**
[illegible], TX

Zork, but keep it as a text adventure
**Frank Hill**
Zoks@[illegible].com

Mr. [illegible] and should get the Steel Scope treatment
**Juan Porter**

[illegible] favorites: Castlevania, R-Type and Thunderforce
**D.J. Kruzer**

## QUICK HITS

[illegible]

## Screen Caption Contest

CAPTION CONTEST

OPM@ziffdavis.com

WINNER!

lenix78@hotmail.com


NEXT MONTH

Give it to the folks at Namco to not only be on the forefront of gaming but on the cutting edge of fashion

so I decided to read a few [illegible] I found the words *tekken bit* [illegible] While the main reason I am writing [illegible] the [illegible] like [illegible] funny [illegible] on, so maybe they're [illegible] re. Kudos to Tecmo [illegible] hance. [illegible] ust have [illegible]

**Nick Langan**
[illegible]kN27@aol.com

Good eyes, Nick. Tecmo did indeed include a lot of hidden info in its ad. In fact, we recently got an e-mail from Tecmo's public relations team telling us to "look deep within the ad for new information on the game, some lighthearted political propaganda, and even another tribute to that 'other fighting game.'"

## Futurama Fan

[illegible] read in your October issue that [illegible] coming for the P[illegible] [illegible] be and when [illegible]

**Mark Pudowski**
Baltimore, MD

Info on this game is real scarce, but we're positively atwitter with anticipation. If you're a *Futurama* fan, though, check out these superduper cool new toys from Rocket USA, in stores now. For more info, head over to www.rocketusa.com.

## THE SOAP BOX

I am mad. Lunar 2 has been delayed too many times, and I have been quite good about it—that is, until now. I personally have been waiting for Lunar 2 to be released for months. I was cool with the first couple of delays, but now I'm getting mad. Please tell Vic Ireland to get off his ass and finish what he started. I'm just about to the point where I'm gonna take that damn puppet and shove it in his ass. PS2 games are cool, I love the Gundam series, but Vic needs to work in the order in which received. If you could relay this to him, it would be greatly appreciated.

**Rick Guevara**
rsg_6100@yahoo.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.

## Fashion Forward

[illegible] know those half long [illegible] [illegible] cutting edge of fashion

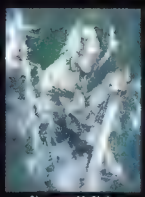
**Rick Guevara**
[illegible]

Here's a pic of Jun from Tekken 2, which came out way back in August 1996, long before the whole Capri craze got hot. While Namco may have kick-started this fashion trend, we're glad some of the other styles, like Paul's goofy haircut, never caught on. (Yes, we realize this is the second letter from Rick in the same issue—see Soapbox—but he does seem to have a lot of good stuff to say.)

## The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Ian Kim—although our runners up gave us some equally impressive art works!

Ian Kim
genesis@maison-otaku.net



Sherman McClain
Rosenberg, TX

John Garrett
johngif@aol.com

## QUICK HITS

**HAPPYNESS**
Every day PlayStation gives happyness [sic] to the family. It's not just a game system, PlayStation is a friend, a brother and it might be a teacher. Yes, of course I'm going to get a new best friend on Oct 26, 2000, its name is PlayStation 2. We hope PS2 brings more happyness to the family. Thank you PlayStation for all the happyness you brought us. Who says you can't buy happyness?
*Emmanuel Guzman*
[illegible] CA

*Your letter gives us much happyness. You are our friend, our brother and maybe even our teacher.*

**STAR STRUCK**
Were those pics of Star Wars Starfighter all in-game? If they were, I... oh... excuse me, I have to wipe the drool off of my keyboard.
*Dennis Goring*
[illegible]

*Yep, all in-game shots. Sweet!*

## Official Contest and Sweepstakes Rules

"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"

"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"

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All-new curved road systems bring the action to life with ultra-realism!

New cool missions let you run the streets and commandeer any vehicle!

[illegible]

THERE'S SOMETHING GOING DOWN ON THE STREETS [illegible] BLOOD [illegible] TWO CONTINENTS [illegible] JUST ANOTHER DAY AT THE OFFICE [illegible] ONE COP [illegible] DRIVER™ 2 STARRING TANNER.



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WILD WOLF

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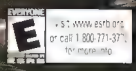


PlayStation 2


Featured Skaters-Andy Macdonald
Danny Way
Colin Mckay
Rick Howard
Brian Howard
Rob Dyrdek
Josh Kelis
Stevie Williams
Alan Petersen
Jen O'Brien
Mild Animated Violence
Mild Language


# SKATEBOARDING

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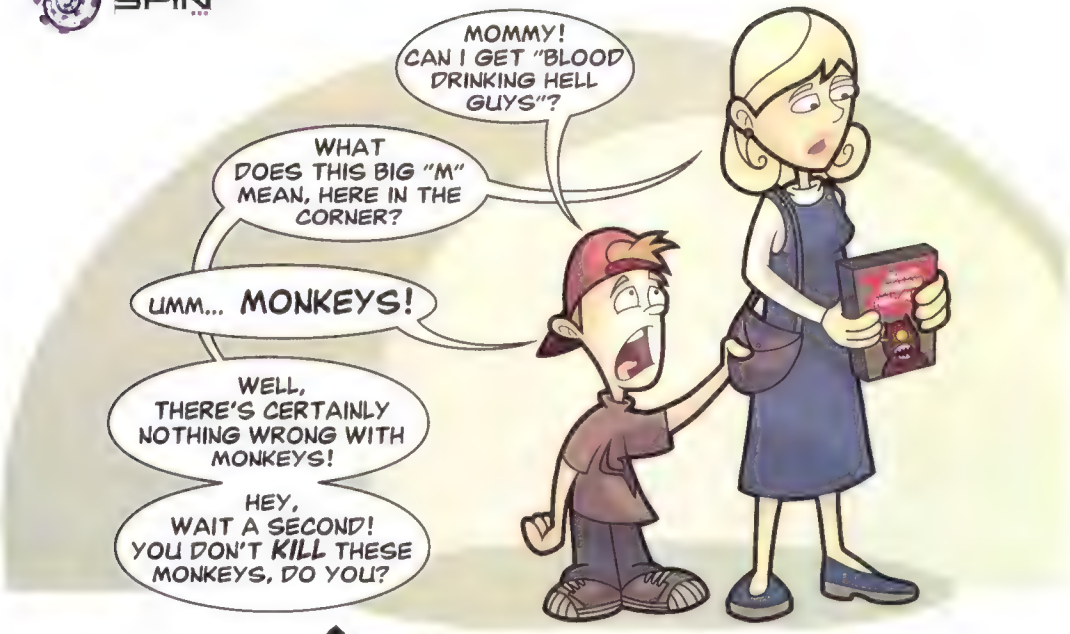



# Rated 'M' for Minor

New government study reveals marketing of violence to children

The aftermat[illegible] of the [illegible] and election year post[illegible] marketing of v[illegible] One day before the Federal Trade Commission (FTC) release[illegible] ment [illegible] running mate Joseph [illegible] industry fails to p[illegible]

At issue is the FTC [illegible] marketing [illegible] mature [illegible]


Sen. Sam Brownback, R-Kan., displays an ECW video game and associated action figure during a Senate Commerce Committee hearing on Capitol Hill.

[illegible]

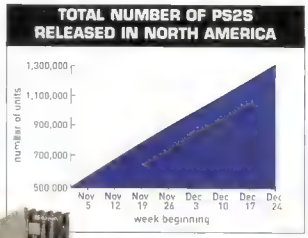
In the case of video games, the FTC—without naming [illegible]

**Of 118 M-rated games, 83 targeted children under 17. The FTC said a few were even marketed to children as young as 6.**

[illegible]

# Cutting Your PS2 Hopes in Half

launch has been cut in half




## Weapon X marches onto PS2

## OVERHEARD: KAZ HIRAI

**"Whatever you did last night... I guarantee that you had a better day than I did."**

—Kaz Hirai, President SCEA at a press conference the day after the company announced it was effectively halving the number of PS2's to be available at launch.

M.L. ELRICK

## CHEATING THE SELF-IMPOSED SYSTEM

The most obscene and dastardly game devised by the video game industry appears to be its intentional deception of the American people. That may sound melodramatic, but how else can I describe the apparent scheme to undermine the industry's own rating system? According to the Federal Trade Commission (FTC), the video game industry strategically targeted children under 17. The motive? One can only assume an endgame of maximizing profits while pacifying lawmakers eager to pull gory games off the shelf.

Now I'm not a big believer that violent games beget violent game players, but I do believe you're only as good as your word. And when you forsake credibility for the quick buck, you cost yourself in the long run. For the industry, that may mean public opinion will turn against it strongly enough that politicians genuinely convinced that games are detrimental and candidates looking to score points with voters will clamp down. So far there has been no suggestion that lawmakers will begin editing content—which some say could raise serious constitutional issues, though I'm not sure how mayhem and slaughter equate to freedom of speech.

In case industry leaders didn't get the FTC's point, let me break it down for them: Clean up your act. If you're going to rate a game for 17-year-olds and older, don't entice younger kids. If violence is all you've got to sell to squirts, remove the M rating. It is, after all, self-imposed. Then the real slugfest with retailers would begin. Now *that* might be worth watching.

If there was good news for the industry, it was the FTC's contention that violent video games are not responsible for violent acts. On that account, too, it looks like the FTC did its homework. For the past few months, I've followed a case of an 18-year-old who allegedly used a roofer's hammer to attack his grandparents. A few days after the boy was arrested, his father pinned the blame on Resident Evil. "I think he got to the point where the video games he played may have become his reality," Pops said. A convenient explanation, but even the kid's lawyers wouldn't touch that defense. They blamed mental illness. After all, Pops later told me his son had been grappling with mental illness and had been hospitalized several times. Unsurprisingly, 36 hours after the attack, Pops made no mention of Resident Evil. The night of the attack, the lad was off his medication, complaining that his stepmom was trying to sap energy from a hole in the back of his head. Now there are evil stepmothers and *real* evil stepmothers, but even Hansel and Gretel didn't deal with that.

The point is that so many factors beyond violent games visit tragedy upon families. There's mental illness; violence in homes, neighborhoods and schools; economic hopelessness; drug abuse; and, sometimes, circumstances that escalate from idle or menacing threats to unexpected bloodshed. Kids today are exposed to violent television and video games that those of us raised in the *Starsky & Hutch* and Pac-Man era find shocking at times.

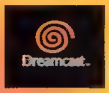
I'll take some comfort knowing that it takes more than a video game to make a monster. Take Charlie Manson. His parents couldn't blame an addiction to Pong as the reason he turned out to be a complete bastard.

M.L. Elrick

A long time ago in a galaxy far, far away...

# TOTAL


Animated Violence




# CARNAGE!

# STAR WARS DEMOLITION

**Intense *StarWars* Vehicular Combat**

**From the creators of Vigilante 8™ and Vigilante 8: 2nd Offense™**

**demolition.lucasarts.com**

ACTIVISION.

Luxoflux

# Tokyo Game Show


**Every summer and fall, all attention in the gaming industry falls on Japan for the annual Tokyo Game Show. It's essentially the Japanese equivalent to our Electronic Entertainment Expo (E3), and it's usually a prime spot to get a look at some of the coming year's hottest Japanese games. This fall's show was a tad tamer than usual—certain companies such as Square neglected to even host a booth—but there definitely were some topnotch new PS2 games to be found among all the noise and flash of the show. We've put together a report of some of the bigger highlights from the major Japanese developers.**

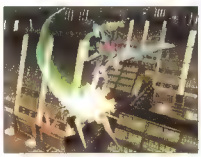
## KONAMI

On display at the Konami booth was the incred by haut ing ent [illegible] 2 trailer (see this month's pre views for more on that), as well as the latest Metal Gear Solid 2 trailer. As you can imag ne, there were rowds around both. Other games worth mentioning at Konami's booth include the latest Goemon game for the PS2 as We[illegible] ver sion of Dance Dan [illegible] Re[illegible] starring Mickey Mouse and other D sney characters.

But the star of Konami's booth was without a doubt [illegible] Hideo Kojima's other big proje[illegible] the PS2. The gam[illegible] and sounds like a killer Japanese s[illegible] It's often hard to di[illegible] real time and what's CG in Z O E Ac and MGS2. Konami has shown once again that it has a good handle on the PS2's lighting and smoke effects. Using the real-time engine, there will be cutscenes that are of CG quality. And even during the actual gamep[illegible] of the explosions and smoke [illegible] It's look stunningly rea[illegible] O E also makes use of the PS2's mot on blu effects for big exp o s ons and other events.

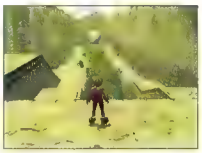
You pilot around using the ana log stick, moving higher or lower elevat on with the X and triangle buttons. R2 will give you a boost [illegible] (similar to the boosts in [illegible] On games) in the [illegible] ind ale will [illegible] Attacking is a [illegible] square button for sword sw[illegible] when up close to enemies a[illegible] jectiles when d stant. The cir[illegible] button allows you t[illegible] and then hold them [illegible] [illegible] pe [illegible] that h t it will d ssipate [illegible] sc [illegible] effect.

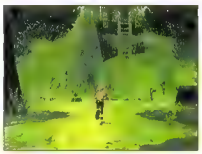
[illegible] 2 O [illegible] making all pla[illegible] P[illegible] This [illegible]

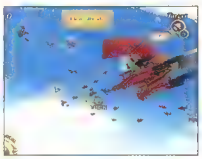


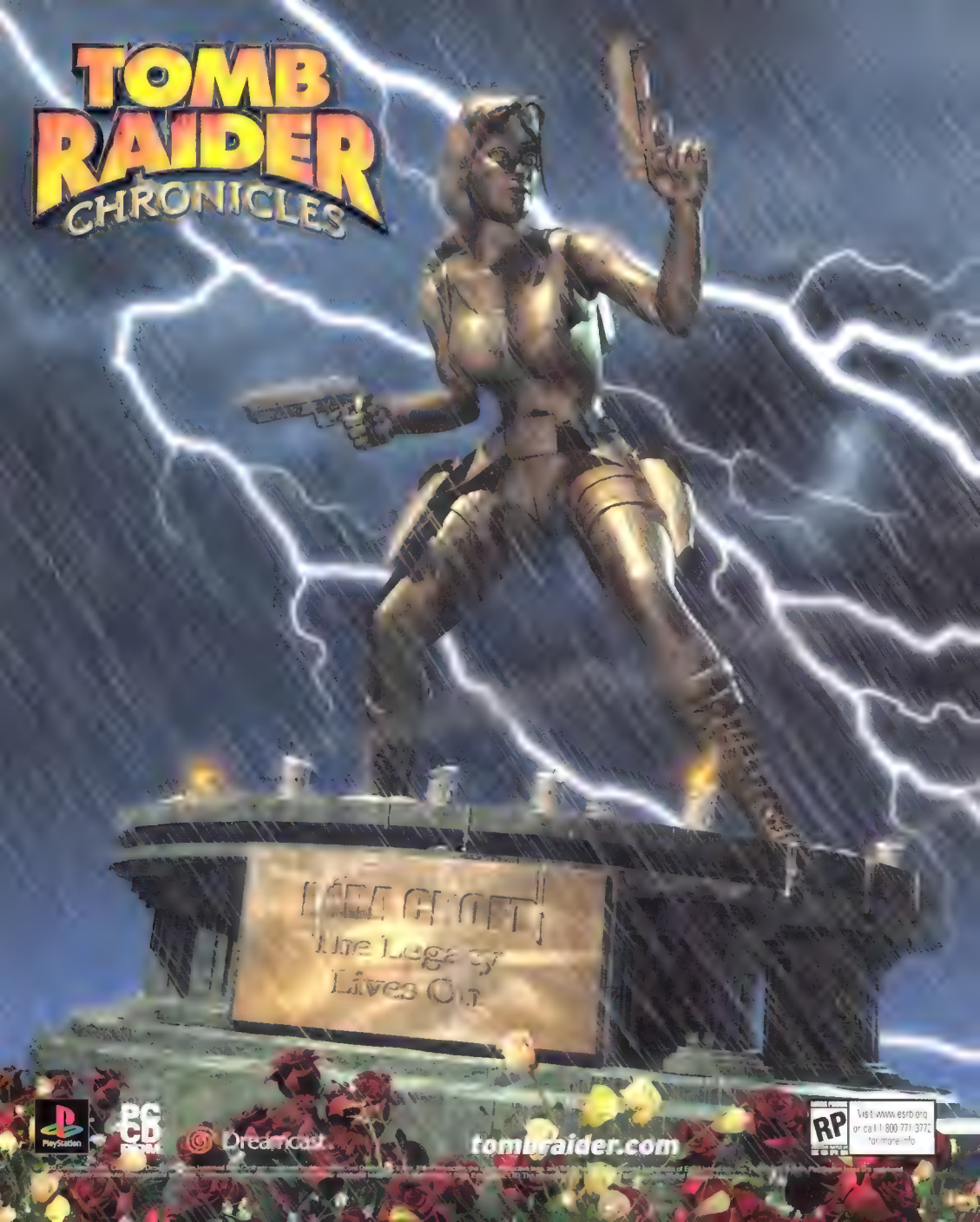

## SONY

Unfortunately for us, Sony [illegible] upcoming [illegible] and with it was the [illegible] being [illegible] onstructed by Log tech. Another big game at the booth was Sony's RPG Dark C oud, [illegible] stellar, as [illegible] ada. The only [illegible] F [illegible] e on disp[illegible] th [illegible] s a new title by the name of [illegible] ky Gunners, which although [illegible] early, looks incred bly prom sing. It plays somewhat [illegible] tween a fl ght sim and a space shooter [illegible] vCris s or Thunder Force [illegible] an me mixed in. It [illegible] tute a bit of fun [illegible] t wasn't on [illegible]





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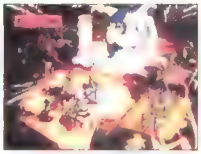
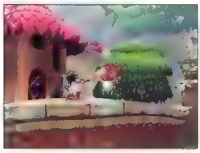
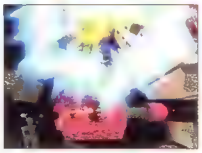
## NAMCO

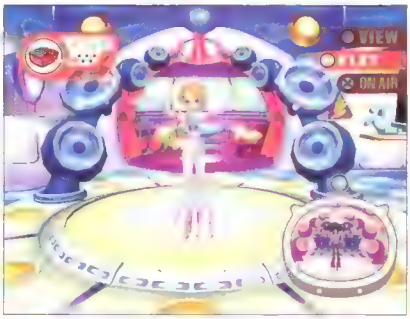




## TECMO

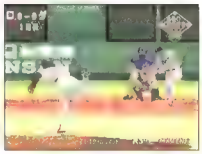
Tecmo had its [illegible] Unison playable [illegible] have to play it a lot more until we [illegible]



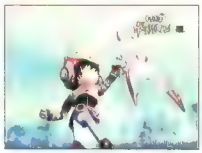

## TAKARA

Taka[illegible] Shoro Q game [illegible] model [illegible]


## ENIX



## KOEI

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SAM JEMIELITY

## MATING GAMES?

I've dated this smart, sexy woman two or three times. Everything's cool. Then she drops the bomb. "People who play video games are sooo pathetic." Since honesty is the most important element in a relationship, and since my PlayStation sat two feet away when she said this, I decided to come clean. "I am a pathetic video game player. But only sports games. Only in season. Usually."

Oh, we cried, we laughed...we moved beyond it. Then I got to thinking. Could playing video games put romance on the rocks? I asked a friend, a designer for a big advertising firm, what he would think if a girlfriend spent hours playing video games. "It's fun to play against the person you're dating. Plus you can make it interesting by playing 'strip' games—every round you lose, you take off something." PlayStation as foreplay...nice. But when I broadened my research, the outlook for romance got bleaker. A screenwriter friend insists a PlayStation would result in Mortal Kombat with his wife: "My currently wonderful marriage would be on the rocks. My wife absolutely cannot fathom or stand regular video game playing." A product buyer buddy confessed that many women he'd dated either "despised video games from not being good at them or not understanding them, or have simply dismissed them." A D.C. editor had no doubt what his girlfriend would say if he played video games all the time. "She'd be annoyed," he said. "...Shrew."

In case my friends just projected their own insecurities on their mates, I asked a good female friend what she thinks of guys, like me, who play video games. Her verdict: "Adolescent. Not worth my time." No need to sugarcoat it. Really.

You'd think guys would be attracted to game girls, but that isn't always the case. Asked what he would think about a gaming girlfriend, a rock-and-roll photographer friend joked, "I would think I really need to up my dating age limit to at least 12!"

But gaming, even gaming addiction, can also be the glue in a romance. "The love of my life used to play Sega with me until the wee hours of the morning," says a writer friend. "Playing video games was one of the things that cemented our relationship. And to put any "nerd" inferences to rest, she was a 36D bartender who looked like Gina Gershon, was funny as hell and extremely intelligent."

Man, that sounds awesome. We should all be so lucky as to have a fellow gamer for a mate. But if you're not, a friend offered a genius recipe to torpedo that obviously dead-end relationship. Just follow this script:

"Sorry honey. Before I pleasure you, I'd like to finish the next level of Final Fantasy XXIII."

"That's it! It's either Lara Croft or me—make your choice!"

"Lara from the Tomb Raider 1? Or Lara from Tomb Raider 4?"

Sound of suitcase being packed and door slamming.

*Sam Jemielity* is an associat

# The sights of TGS

The Tokyo Game Show always features an odd mix of people and sites to see. Most of the booths feature attractive women to encourage people to visit them, but in between the show halls amass a whole slew of people dressed as their favorite game characters. Don't you wish you could join in?

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Where Fingerprints would be if controller wasn't gripped so hard.

Friction burn got after getting in tight Fists.

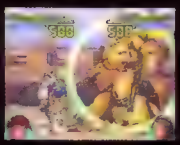
9 stitches. Exactly 12 less than I wore Quickly.

Minor blisters earned during 8-hour marathon.

Bruise got going toe-to-toe against Psycho.

Pressure blisters from all-night tournament in Bahia.

**THE GAME IS IN 2-D. THE PAIN ISN'T.** IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB: USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.



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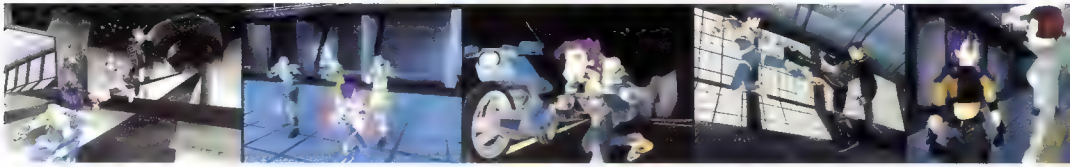

EASY TO LEARN FIGHTING SYSTEM WITH COOL, LIFELIKE AND REALISTIC MOVES.

THE ARSENAL OF WEAPONS INCLUDES PISTOLS, ROCKET LAUNCHERS, ENERGY AND PROJECTILE WEAPONS.

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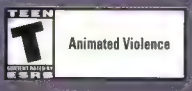
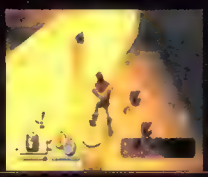


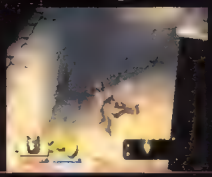


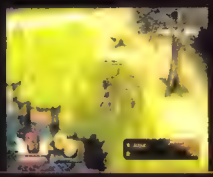


# DARK STONE


## Look deep inside yourself – is there a dragon slayer within?







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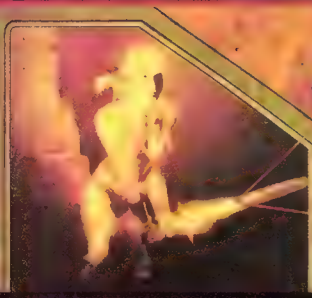

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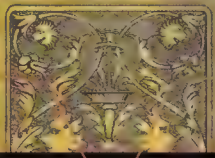

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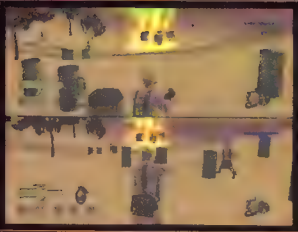
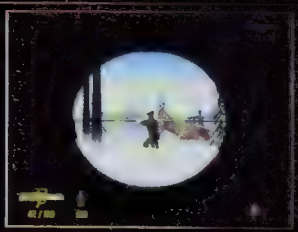
...YOU'RE ALREADY THERE!





**Two player** split-screen battle mode. Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.

Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units. **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**

# STEALTH PATROL

PlayStation



TEEN T CONTENT RATED BY ESRB

Animated Blood
Animated Violence

# NBA

The Shaq attack is back in 3-on-3 NBA Hoopz: Midway's latest over-the-top, board-crashing, high-flying parquet masterpiece for PlayStation 2.

# HAM

Daintily, playfully, Shaquille O'Neal, the NBA's most dominant parquet dunkster, uses index finger and thumb to pick the snug, infiltrating motion-capture spandex from the crease of his bottom. It's all a show for his onlooking daughter who, as he winks over his shoulder, feigns embarrassment before a quick shriek of laughter. Twenty seconds later, with small silver moon sensors spread over him like wayward chicken pox, the man better known as Shaq or the Diesel or the Dad, is hammering an easily palmed basketball through a hoop with enough force to separate backboard from rim. He hangs there, a roomful of onlookers holding a collective breath waiting for the whole structure to disintegrate beneath his impossible strength. Finally, he lets go, the released tension of the stuttering rim giving off a sound more indicative of Warner Bros. than pro basketball.

But Shaq has long been this oxymoron of power and charm. Since being taken first overall in the 1992 NBA draft out of LSU—an obvious franchise player from the outset, considering his hulking 7'1", 315 lb. size—he's done things Neon Deion hasn't had the capacity to dream up. Shaq has been featured in major motion pictures (yes, *Kazaam* qualifies, as does *Blue Chips*), he's spun several rap albums, he's won two Olympic gold medals, and an MVP award, and he's led the prideful L.A. Lakers to a championship renaissance (their first title since 1988). Now he's putting his surreal-sized stamp on the cover of Midway's NBA Hoopz, the 3-on-3 follow-up to the already-classic arcade NBA Showtime.

NBA photography by Joe Jacobs/AllSport

Inset photography by Gregory Heisler, courtesy of Sony

# SHAQ DADDY: THE OPM SITDOWN

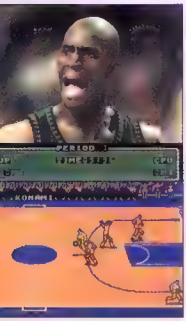
**In his trademark mumble, Shaq answered our queries with a charisma that bordered on arrogance but without a hint of vanity. Shaq was simply Shaq—not to mention his hand was about three times bigger than any of ours.**

**OPM: How did you get involved with Midway?**
Shaq: Midway called me up and said they were doing a 3-on-3 game and wanted to know if I'd like to be involved and I said, "Why not?" I had the coin-op NBA Showtime game, too. They had me in today so I could put on the sensors and do all my moves. No one's going to have the moves I have.

**OPM: What does it mean to be on the cover of a game?**
Shaq: I was in Showtime, but to have my own cover feels pretty good. Hopefully it will do well.

**OPM: Does it make you feel superior to Kevin Garnett (EA's NBA Live cover-baller) and Jason Kidd (989's cover man)?**

Shaq: **I'm already superior to those guys.**




**OPM: When you were at LSU did you ever dream of your current situation?**
Shaq: No, not really. When I was there I remember playing Double Dribble. The further we go, the graphics just keep getting so much better.

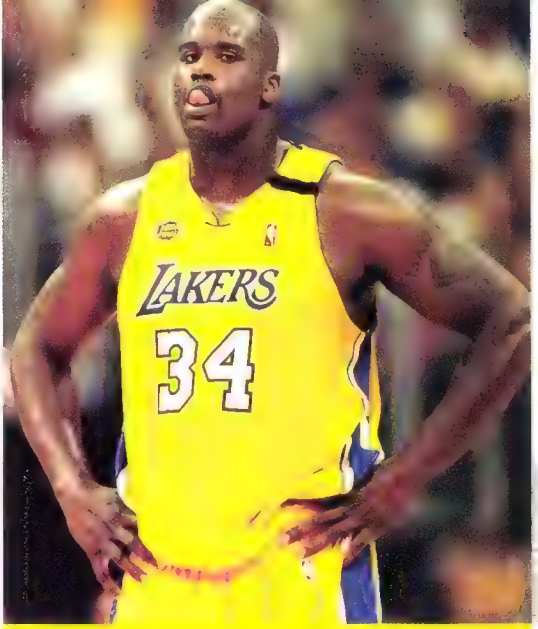
**OPM: Obviously, the NBA Championship means the most. But of these three, which ranks highest: being on the NBA Hoopz cover, starring in *Kazaam*, or having your own rap album? Be specific here.**
Shaq: It's pretty much all the same. It's never been done before by an athlete. I'm historical, once again.

**OPM: What about winning the MVP award vs. the Gold Medal in Nagano?**
Shaq: MVP award. Of course, the Gold Medal is good, but I've got two of those. So we can take one away and replace it with the MVP award.

**OPM: Where do you think you fit in with the current NBA stars?**

Shaq: **I think I'm in the top one, two or three.**
It really doesn't matter. I really don't look for the "best player" title, but I would probably be a guard because guards get to show all their stuff. But I probably own, and are always, the "**most dominant**" title. That's my title. So if guys want to be the best player and the best shooter, that's fine. But "most dominant" belongs to me.

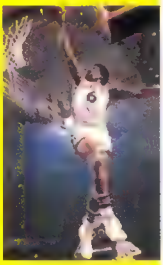
**OPM: Where do you fit in all-time? Do you think about that?**
Shaq: No, I never think about it. This world we live in—people listen to big-time announcers. So when big-time announcers say something positive about me, it'll stick. When I was in college **Dick Vitale said I was going to go No. 1** and I did. So that stuck.


**Who were your heroes when you were growing up?**
My father, [illegible]

**I always wanted to be like Dr. J.**

[illegible]



**OPM: What do you want to be remembered for?**
Shaq: I want to be remembered as the [illegible] er, a guy who did it all. Business-wise I [illegible]

**OPM: When you first came to L.A., wasn't it so you'd be closer to the movie scene?**
[illegible]

**OPM: Are you mad you didn't get cast for *Star Wars*?**
Shaq: Am I mad? No, not really. But I'm mad I didn't get [illegible]

**OPM: Do you still have that long, black leather Superman cape?**
Shaq: I keep all my **Superman**-istic [illegible]

**OPM: What does Kobe mean to you?**
Shaq: [illegible]

**OPM: Have you ever thought of being a two-sport athlete?**
Shaq: I think **I could play some football.** [illegible]

**OPM: Are the Lakers going to win the championship this year?**
Shaq: Hopefully.

**OPM: Who's your biggest competition?**
[illegible] but too much heat isn't necessarily good heat.

**OPM: Do you think teams will continue with the Hack-a-Shaq strategy?**
[illegible]

**OPM: What's your favorite ESPN nickname? The Dad? Shaq-Dad? Or The Diesel?**
Shaq: **The Diesel** [illegible]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Animated Violence,
Suggestive Themes
Comic Mischief
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Incredible Crisis. Severe Fun.

# SHOWTIME PLUS ONE

When we heard Midway was moving forward on a plan to make the first 3-on-3 NBA Jam-style game, we couldn't wait to find out more about it. After all, the buttons from our office's arcade version of NBA Showtime (NBA Jam's masterfully visual sequel), are so dented and dinged from being overworked, we're surprised they don't have fingerprints pressed into them.

As far as the screens you see here, they're early. Expect this one to look as sharp as any PS2 game once they near completion. After all, anyone who hit the arcades for Showtime knows how crisp and realistic that one looked, even when NBAers were soaring 20 feet off the ground.

We had a chance to find out more from Midway's own Tim Granich, who filled us in on Midway's newest additions to one of their top-flight franchises. Hoopz isn't PS2-exclusive (it'll hit the PS one, as well, and might even show up in the arcade). It will support a Multitap. And it'll land on store shelves this January. But that's all boring stuff. So what's new?

**"The 3-on-3 format is key to making this game so much fun.** It gives you the over-the top action of previous Midway basketball titles, but also gives you the three unique playing styles of the three positions," says Granich. "NBA Hoopz will also feature Create-a-Player and Create-a-Team options where the user can create everything from the player's height and weight, right down to choosing the colors and logo for his uniform. Oh, and there are new play modes including the playground favorite, 21."

With all the new stuff, will Midway abandon its patented unlockables in the new game?

**"NBA Hoopz will feature quite a few hidden players and courts,"** Granich told us. "NBA mascots will join some high-profile characters for users to unlock and play with or against."

Sounds good, but is it *that* much different than Showtime?

"Hoopz gets its roots from the likes of NBA Showtime and NBA Jam, but with the 3-on-3 format there's all-new AI that drives the offensive plays and defensive reads," says Granich.

**"NBA Hoopz is a whole new basketball animal.** It all boils down to gameplay. We've added additional elements to give it depth but kept the same pace as the earlier games. It's still fast-paced, but big men will no longer bust out the three-pointers all the time."

Sure, the unlockables help, but does an arcade-style game like Hoopz really feature enough replayability to keep it fresh?

**"We're always working very hard to figure out how to develop these games to add depth and replay value without stripping away the fun factor** and making them too much like simulation games," says Granich. "It's really a progression toward more fun through more differentiation. This keeps things fresh so the gamer wants to play more and more to see what else he/she can see, hear and do."

So why is NBA Hoopz a must-have game for all those PS2 owners?

"Hoopz is the only dedicated 3-on-3 arcade-style NBA basketball game featuring NBA **MVP Shaquille O'Neal** and all of your favorite NBA players catching fire (literally) while defying gravity, reality and still performing moves you've only dreamed of!"


BANDAI

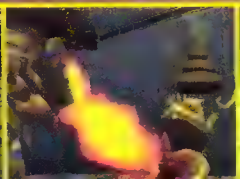
PlayStation

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're [illegible] a pair of underpants. See, some of these Digimon are so vicious and twisted they [illegible] actually [illegible] from television. That's okay with them, they're are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGIMON

DIGIMON WORLD



Endless Adventure

All-New Characters

Improved Battle System

# FINAL FANTASY IX

## PREPARE YOURSELF

for a world of mystery and magic

for a journey of danger and discovery

for characters you'll never forget

for the most amazing adventure ever

PlayStation

SQUARESOFT

PICK A WORLD
WE'LL TAKE YOU THERE

# PS2 Survivor

## You Pick Who Wins!

**A late surge of votes for everyone's favorite Mudokon couldn't save Abe from being pushed off the PS2 Island in the narrowest vote yet. Now the four that remain are a lady, a Snake, an arachnid and a bandicoot. So get off your can, pause your Thanksgiving dinner, and race over to your PC and vote, vote, vote! We read *all* the e-mails, so keep on sending them. And, if you're interested in capturing the PS2 Survivor Grand Surprise, cast two votes against the Final Four and send stories to survivor@ziffdavis.com to tell us why they'll survive on the PS2!**

The Rock has to defend his title at all the Pay-Per-Views. How's he supposed to do that when he's on this island? Hey, I'm doing this one for you, Rock. You'll thank me later along with the millions, and I mean MILLIONS, of your fans.

*lakalt@hockeymail.com*

The Rock proposes a wrestling match as an immunity challenge, but Spider-Man uses his spider strength to powerbomb the Rock through the earth's crust, so The Rock's out of the running. Lara has a similar idea, only it's a mud wrestling match with Claire. The male members declare both of them the winner before excusing themselves to go into the woods for some "personal time."

*John Ogden*
*greekdrm@hotmail.com*

I know Lara will probably end up winning this (a girl can dream, can't she?). Lara has the guns, she has the survival skills, and she has the *talent* that doubles as flotation devices in an emergency. Call it female jealousy if you must, but Claire is everything Lara is without the two moons.

*Amanda "Greenbeans" Anderson*
*gbeans@tyrlen.org*

One animal cooks another when Crash finally tires of Spyro's bad flame breath. Worst part is, Crash cooks that stupid dragon over a fire the purple idiot created!

*Ray Carvers*
*raymondcarver@yahoo.com*

Conflict ensues as Spider-Man makes a pet out of Crash, only to find his bandicoot has become scorched after fighting with Spyro. Abe discovers the Blackened Bandicoot delicacy, and has to deal with Spider-Man's wrath. Abe is unanimously voted off the island.

*j8sony@yahoo.com*

"Can you smell what The Rock is cooking!?" The Rock yells in Snake's face.

"Shut up," Snake responds, lighting a cigarette. "I can't stand that fake wrestling crap."

"Fake wrestling? I'll show you!"

The wrestler slams the stealthy hero, following with the People's Elbow. Snake rises, unfazed.

"Staged moves? How 'bout I show you something really useful, like how to break someone's neck," says Snake.

"It's OK, man. No need to do anything rash. I'll just run over...here!" The Rock then dives into the nearby forest.

*Spike00005@aol.com*

The Rock and Snake are pining after Lara in embarrassing fashion. We know (Lara included) Snake will win her heart. Poor Rock.

*Boston McNeal*
*bostonmac@mindspring.com*

If Crash can survive toxic-waste sewers, the Antarctic with its freezing-cold temperatures, warping through time, and saving our planet, then he's the PS2 Survivor to lead us into the new world.

*YOGARAJAH@aol.com*

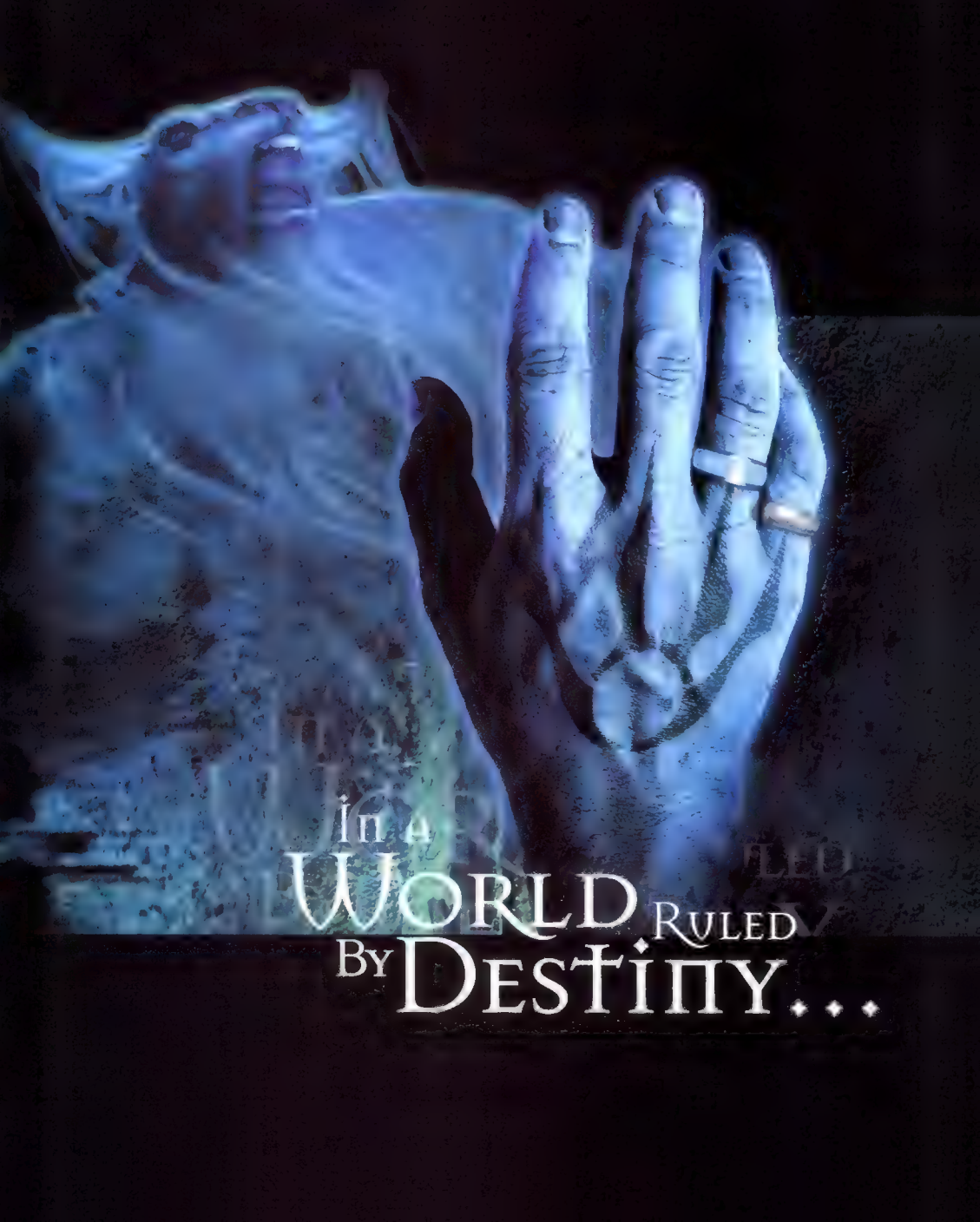
Lara the aristocrat always eats her rat with a side of Grey Poupon.

*Gary Young*
*gyoung@gemstate.net*

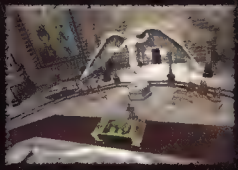

### The Shaka Dula Tribe


### The Dadongle Tribe


Illustration by Wayne Vincent


In a
World Ruled
By Destiny...

PlayStation®2



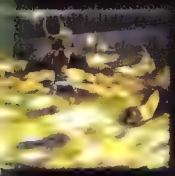
Born with the mark of a Summoner, Joseph of Ciran was responsible for destroying his village as a child. Although hated by many, he is the only hope for salvation. His ability to call forth demons, dragons, and elementals, and control their every move, gives him the power to topple empires, challenge gods, and stop the evil Emperor Mvrod from ruling the heavens and earth. Crossing a massive world, from sewers to cities to forests and beyond, Joseph seeks the ancient rings that are the source of his power. He will encounter hundreds of people, both friend and foe, including the three that will aid in his quest. Together, they will face danger and uncover the secrets known only to the Summoner.

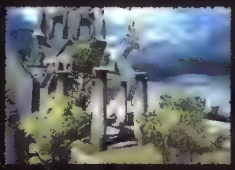
Prepare for an original, epic fantasy RPG.


# Saviors can be Destroyers.

# Summoner

www.summoner.com







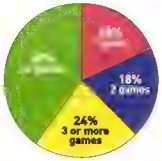


www.thq.com

# ...And Torn by Conflict

## OPM Reader Poll

How many games do you rent in a typical month?




CHRIS GORE

# WHAT'S UP WITH RPGs?

I don't get it and I'm not embarrassed to admit it. I don't understand the appeal of role-playing games. Why is a game filled with swords, sorcery and elves so much fun to play?

Personally, I love all kinds of games. Fighting games rule. Sports games are awesome. I'm a huge fan of shooters and I find good puzzle games can be as addicting as Jolt cola. Action/adventure games like Tomb Raider, Spyro or Dino Crisis kick ass. And nothing beats the thrill of speed from a great racer. But role-playing games, I just don't get. I am, however, one of the many gamers who got caught in the hype and bought Final Fantasy VIII, even though I had never really played an RPG. The cinemas looked fantastic and I liked the sci-fi storyline. I figured this was an RPG I could actually get into since it seemed to be devoid of the elves that always seem to populate these types of games. Plus, I saw ad after ad in magazines and on television, so like a lemming, I picked it up. You walk around and find stuff, talk to people a lot, and then when you fight you have to politely take turns (as if that would happen in real life). I read more than a ton of text and still couldn't figure it out.

So, after 40 hours of getting through less than 10 percent of the game, I quit. And I'm not a quitter. I think I would have rather read the novel; it would have been a lot more fun. Now, I want to know, am I the only one out there who feels this way? I notice the games in the Final Fantasy series are some of the biggest sellers of all time. I'm aware that there are millions who love these games, but I'm just not one of them. Don't just tell me I'm nuts and I don't understand. Please explain to me why RPGs are so addictive that some gamers will go without sleeping, eating or bathing for days while playing these elf quests. (OK, most of you don't go without eating.)

Now, you could brush off RPG gamers by calling them nerds or geeks, but hey, I'm a geek—aren't these games for me too?


*Chris Gore* is the editor of Film Threat, www.filmthreat.com and the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network www.fxnetworks.com

# PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

**1. What was the first PS2 game off the assembly line?**
a) Ridge Racer V
b) Smuggler's Run
c) Midnight Club
d) Wild Wild Racing

**2. What PS2 game carries the coveted serial number of 001?**
a) Tekken Tag Tournament
b) Dead or Alive 2: Hardcore
c) Street Fighter EX3
d) Ridge Racer V

**3. In which of the following countries will you NOT find the bandicoot?**
a) Spain
b) Tasmania
c) Sri Lanka
d) India

**4. Spyro is to The Police as Crash Bandicoot is to...**
a) Men at Work
b) Men Without Hats
c) Oingo Boingo
d) Devo

**5. Soul Reaver's Raziel is to The Smurfs as Crash Bandicoot's Neo Cortex is to...**
a) *Highlander*
b) *Earth 2*
c) *The Shawshank Redemption*
d) All of the above

**6. Crash producer Mark Cerny was the designer of which arcade classic?**
a.) Jungle Hunt
b.) Galaxian
c.) Marble Madness
d.) Joust

**7. The team that developed TimeSplitters is responsible for which classic N64 game?**
a) Mario
b) Donkey Kong
c) GoldenEye 007
d) Metroid

**8. Who "owns" Crash?**
a) Fox
b) Universal
c) MGM
d) Dreamworks

**9. Z.O.E stands for what?**
a) Zephyr Overdrive Extreme
b) Zone Of Energy
c) Zone Of Excitement
d) Zone Of Enders

**10. Take the date (day, not month) that the PS2 was released and multiply it by the number of Crash games there are (including Bash). Now subtract the number of megabytes a PS2 memory card can hold and add the number of pins in a PS joypad connector.**

E-mail PSAT question suggestion to **OPM@ziffdavis.com**. Mark your message **PSAT**

**Answers**
1. b 2. a 3. a 4. d 5. d
6. c 7. c 8. b 9. d 10. 13

# DATA STREAM

## Driver 2 Mania

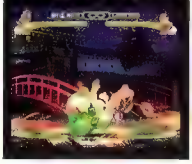
Anxious to get your copy of Driver 2? Well, so are over 1 million other PS gamers. That's how many people have already pre-ordered the highly anticipated sequel. To date, the original Driver has sold more than 4 million units.


## Dinos and Things

Konami and Universal are teaming up to bring games based on the next *Jurassic Park* movie and the classic Kurt Russell flick *The Thing* to the PS2 next year. Let's hope these titles are better than their last collaboration: The Mummy for the PS one.


## Another EX?

Word out of Japan says that Capcom will release a PlayStation port of the Japanese arcade game SNK vs. Capcom next year. The game will be called SNK vs. Capcom EX and will feature some new characters and scaled-down 2D backgrounds.



## OVERHEARD: PS2 RPGS

**"There IS a significant amount of RPG development going on. Since decent RPGs take a bare minimum of 18-24 months to complete, you can expect to see them start hitting the shelves in Japan around Q1 2001 and in the U.S. thereafter."**

—Victor Ireland of Working Designs, who has his eye on several Japanese PS2 RPG projects.

# VAMPIRE HUNTER D

"a true masterpiece of the [illegible]"
Video Game Express

Vampire Hunter D
Special Edition

Who's Gonna Save You?
Your Momma Can't
Hear Your Cries!


JALECO

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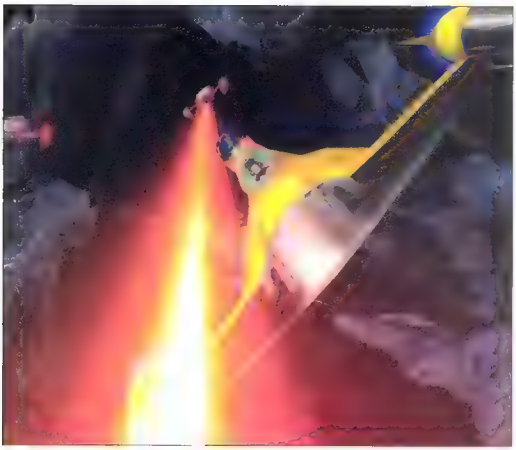
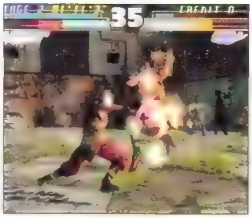
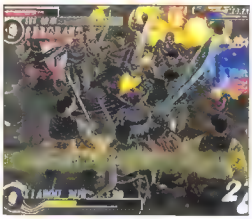






# Console Launches through the Years

**Sure, the PS2 launch was smaller than originally promised, with "only" half a million systems sold on the first day. But it was still the most successful console launch in the United States and arguably the most-anticipated system ever to hit our shores. With the launch now behind us, we decided to take a look back and see how the PS2 fared against launches through history.**

### Magnavox Odyssey

*Released* MAY 1972 • *Price* $100 • *K* *App* NONE • *Sample launch titles* TABLE TENNIS, SIMON SAYS, BASEBALL, HAUNTED HOUSE, ROULETTE, STATES

The very f rst video gar [illegible] released with a fa fare [illegible] But the console was sold only [illegible] own stores, where unscrupu [illegible] told consumers that it could be played [illegible] on Magnavox TVs. Sales for the Odyssey [illegible] lumped several months later when Atar [illegible] first arcade machine, Pong, made its debu [illegible]

### Fairchild Channel F (a.k.a. Video Entertainment System)

[illegible] AUGUST 1976 • *Price* $169.95 • *Killer App* NONE • TIC-TAC-TOE, SHOOTING GALLERY

[illegible] b lity to change g [illegible]

### Atari Video Computer System (a.k.a. VCS, 2600)

*Released* OCTOBER 1977 • *Price* $199.95 • *Killer Apps* TANK, PONG • [illegible] COMBAT, VIDEO OLYMPICS, INDY 500, STREET RACER, BLACKJACK, SURROUND

By 1977 Atar was a leader n the arcade [illegible] ldon t heavily promote its first program [illegible] hannel F, the VCS ixed inter handgeable [illegible] ridges. Unl ke Fair hild, Atar had a sta [illegible]

### Mattel Intellivision

[illegible] 1980 • [illegible] $199.95 • [illegible] NBA BASKETBALL, NFL FOOTBALL, MAJOR LEAGUE BASEBALL • *Sample launch titles* LAS VEGAS POKER & BLACKJACK, MATH FUN, ARMOR BATTLE, BACKGAMMON, MAJOR LEAGUE BASEBALL

[illegible] was totally weak in the area of arcade games. Atari's lifeline [illegible]

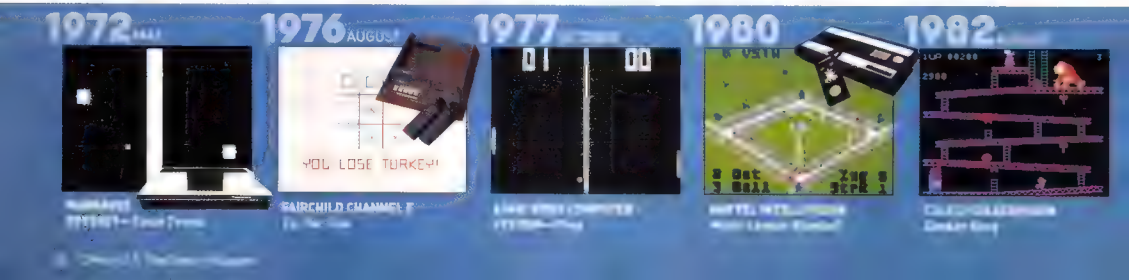
### Coleco Colecovision

[illegible] AUGUST 1982 • *Price* $175 • [illegible] *App* DONKEY KONG • [illegible] TURBO, ZAXXON, COSMIC AVENGER

[illegible] about nothing [illegible]

### Nintendo Entertainment System (NES)

*Released* FALL 1985 • *Price* $249 WITH R.O.B., $199 WITHOUT R.O.B. • [illegible] SUPER MARIO BROTHERS • [illegible] DUCK HUNT, GYROMITE, PINBALL



The original Ridge Racer for PlayStation (left) and the latest incarnation for PS2 (right). Five years of technology makes a lot of difference

[illegible] successfully marketed [illegible] Japan. When the system outside Japan, it saw one obstacle in the way: Atari. The Nintendo execs felt Atari was just too big and popular to compete against. Instead, they offered Atari the worldwide rights (with the exception of Japan) to the Famicom. With the 7800 on its way, Atari wasn't interested. However, [illegible] piped the magazines with a ton of information about its new console. A library of 15 cartridges was available immediately, and Altered Beast, along with one controller, was packaged with the system. Sega also promised the Power Base Converter, a peripheral that allowed the Genesis to play Master System games.

**Ironically the system that resuscitated the video game industry came not with a roar, but with a whisper.**

Atari decided to sit on the deal anyway, just so it could have one less competitor. Bad timing then came into play. Just before Atari could actually sign with Nintendo, the Great Video Game Crash occurred and Nintendo no longer had to worry about Atari. Nintendo believed there was still a market for video games in the United States, but the stores, [illegible] burnt by the previous systems, simply weren't interested. Nintendo began test-marketing the unit in the New York area in late 1985 and focused on toy stores. [illegible] the NES as a toy. The Trojan horse method worked, and the NES proved a [illegible] was released nationally in 1986.

### Sega Genesis

*Released:* August 1989 • *Price:* $199.99 • *Killer App:* Altered Beast • *Sample Titles:* Ghouls 'N Ghosts, Golden Axe, Phantasy Star II, Rambo III, Space Harrier II, Super Hang-On, Tommy Lasorda Baseball

When Sega planned to release its 16-bit [illegible] Drive in the United States under the [illegible] price and a poor software [illegible] the 3DO from the start.

### Sega Saturn

*Released:* May 11, 1995 • *Price:* $449 with Virtua Fighter, $399 without pack-in game • *Killer App:* Virtua Fighter • *Sample Titles:* Daytona USA, Clockwork Knight, World de Soccer, Panzer Dragoon

### Nintendo SNES

*Released:* Sept. 9, 1991 • *Price:* $199.99 • *Killer App:* Super Mario World • *Sample Launch Titles:* Pilot Wings, F-Zero, Gradius III

The SNES was Nintendo's response to the Genesis. However, keeping with this [illegible] the time, Nintendo invested little into pro[illegible] the opening day of the 1991 E3 show [illegible] surprised even [illegible]

### 3DO

*Released:* Oct. 4, 1993 • *Price:* $700 • *Killer App:* Crash N Burn • *Sample Launch Titles:* [illegible] The Animals, Battle Chess, Oceans Below [illegible] Makito didn't put [illegible] be delivered the [illegible] [illegible] with [illegible]

[illegible] and Software Et[illegible] a ready, available [illegible] had [illegible] [illegible] were available.

### Sony PlayStation

Sept. 9, 1995 • *Price:* $299 • *Killer App:* Ridge Racer • *Sample Launch Titles:* Air Combat, Battle Arena Toshinden, Raiden, WWF Wrestlemania

[illegible] new launch record [illegible] extra controllers and [illegible] den and Sony report[illegible] on its launch market.

### Nintendo 64

*Released:* Sept. 29, 1996 • *Price:* $199.95 • *Killer App:* Super Mario 64 • *Sample Launch Titles:* Pilot Wings 64

### Sega Dreamcast

*Released:* Sept. 9, 1999 (or 9/9/99) • $299.99 • *Killer App:* Sonic Adventure • *Sample Launch Titles:* House of the Dead 2, Mortal Kombat Gold, Aerowings, Soul Calibur, Hydro Thunder

[illegible]

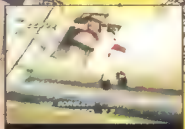

# Playing Dress Up

Tony Hawk's Pro Skater 2 has it all: sweet gameplay, raucous tunes and...licensed clothing. We've been blathering about what a great game it is forever, so as a change of pace we decided to show you some of the sick duds and accessories. We've even supplied you with Web sites so you don't have to waste your time searching for the stuff and you can get out and skate. Especially before the snow starts falling. Want our advice? Pick up a Diakka watch or a pair of TSA pants. Although who can argue with any of these goodies?


Elissa's duds aren't marked up with the TSA clothing logo in THPS2 because of PS one limitations. So you'll have to check out the eclectic goodness at www.tsaclothing.com.

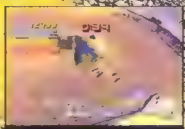
All right, so the above trick may look a little ridiculous, but Chad Muska's handstanding in comfort in some ankle-length TSA pants. Locate them at www.tsaclothing.com.

These moon shades are straight from the genius of Oakley. The pair on Mr. Burnquist (above) are discontinued, but you can find plenty of others perfect for skating at www.oakley.com.



You can't see Rune's watch clearly in this shot, but it's made by Diakka. These guys know how to make some of the sweetest, most durable watches on the market. www.diakka.com

Bucky's throwing a sweet Stiffy at us to show off the Birdhouse board. Tony Hawk's very own company can be found at www.birdhouse.com.



If you don't have the right boots, you'll never feel like a pro skater. Tony finally started constructing shoes of his own. Check them out at www.eliteshoes.com or www.hawkshoes.com.

PlayStation

# HANG ON FOR DEAR LIFE.

ON STORE NOVEMBER 2000

# moto Racer™ WORLD TOUR

## Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

So Realistic Almost Hurts.



EVERYONE E CONTENT RATED BY ESRB

Delphine Software International

INFOGRAMES

CHAMPIONSHIP

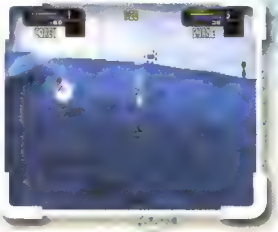
# Surfer

Time

Featuring Cory Lopez world class surfer

5 Modes: Training, Arcade, Free Surf, Rumble, and Championship Circuit

Get air, baby! Real Water, Real Waves.



Authentic Real-World Surfing!

# To Slash!

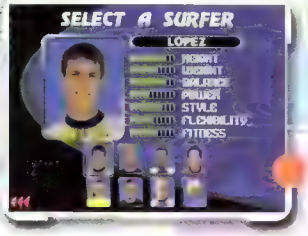
Championship Surfer is a surf rider's wet dream featuring a South Pacific island, 10 different beaches, and 8 world class surfers including Cory Lopez, Shane Beschen, and Rochelle Ballard. All you have to do is rip barrels, 360's, aerials, slashes, Rio's (more than 40 tricks in all) against the best surfers in the world — and you can grab the Island Championship.

Maybe you've got the cajones to be king of the waves. We'll see.

Check it out this fall at a retailer near you or visit us online at **www.championshipsurfer.com.**


Also available on Windows® 95/98 and Sega Dreamcast console.

*Choose from eight of the best surfers in the world.*




All screenshots are from PlayStation® game console.

TOMMY TALLARICO

## PLAYSTATION 2: SOUNDS GOOD TO ME

Lots of people are excited about PS2 for many reasons. And many people have asked me what it means for sound and how it will change the way we hear games. As far as audio goes, the greatest thing about the PS2 is memory and storage. The two biggest boundaries for sound designers and musicians have been memory limitations of the sound chip and a storage place to put it all. Last year when we were creating the sounds for Tony Hawk's Pro Skater we were constantly running into space-constraint issues. There were so many different surfaces the player could skate on, and we wanted to have as many different sounds as possible. This year when working on Spider-Man there were a lot of times when we wanted to have ambient sounds but couldn't afford the space. Music-wise, when creating the soundtrack for Tomorrow Never Dies there were certain times when the programmer needed to load in level information, so we had to try to hide the fact that the music just stopped or had gotten interrupted. In Pac-Man World the programmers had to use the disc for most of the game, so almost all the music had to be fit in small looping quantities on the sound chip. The PS2 gives us four times more space on our audio chip and endless amounts of storage space on the DVD.

So what exactly does this mean to the game player?

Well, from now on there's no reason why every game shouldn't have unique and dynamic sound effects and ambiences for every level. Ever play your favorite RPG and hear the same exact footstep sound a million times (*cough*...Final Fantasy)? Isn't it great when you enter a certain area and hear subtle environmental sounds like wind blowing or streams of water flowing? Won't it be nice to finally hear layered dynamic gears shifting on racing games (no more blender sounds!)? And what about the music? In the past musicians have always had to battle with programmers for space on the disc. A lot of times programmers need the disc in order to load in level information, graphics and other items. Because of massive storage capabilities and a broad enough band to interweave data streams, the days of crappy chip midi music should be over.

But alas, not every musician is a Beethoven and not every sound designer is Ben Burt (*Star Wars*). You can have all the space in the world and still not be able to write a good tune. What this new format will do, however, is get the more talented composers and sound designers in the world, guys who don't already work on games, excited enough to want to work on this platform. As the quality of graphics, programming and games in general goes up, so too will the audio. It's a very exciting time for the video game industry!

*Tommy Tallarico* is the owner [illegible] produces audio for games [illegible] including Tony Hawk [illegible] the weekly video [illegible] www.epontv.com

# Resident Evil Silver

[illegible]

## Zombified: The flicks that started it all

### *Night of the Living Dead*

[illegible] taking notes. First off, they ha[illegible] stop them is by separating their brains from their heads with a [illegible]

### *Dawn of the Dead*

[illegible]

### *Return of the Living Dead*

[illegible]

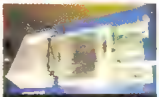
## OVERHEARD: SNAKE'S MULLET

**"I can't give too much away at this point, but I'll say that he's not in the military this time. I wanted to give him an image of a freewheeler in this game."**

—Konami's Hideo Kojima talking about why Solid Snake has a beard in Metal Gear Solid 2

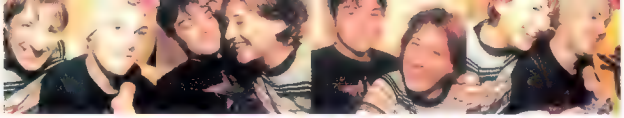
# PS2 Powers Arcades

The first arcade projects running on the PS2-based arcade hardware known as System 246 were demonstrated at the recent JAMMA arcade show in Tokyo. Namco showed off a version of Ridge Racer V running in an arcade cabinet, which was definitely one of the hits of the show While the game is virtually identical to the PS2 version, gamers were thrilled over the ability to play it against others, using the steering wheel and pedals. There's no word yet on if or when the Ridge Racer V arcade might hit U.S. arcades. Another title on display was Bloody Roar 3 from Raizing. The game will be released into Japanese arcades later this year, and will appear on the PS2 soon after



**System 246 Hardware**

Next to the Ridge Racer V arcade unit was the actual System 246 hardware in a display case. Several companies are rumored to be developing a handful of high-profile games for the hardware, including Namco with Soul Calibur 2, Tecmo with Dead or Alive 3, and Midway with Mortal Kombat 5.

# Couples Who Play Together, Stay Together

Gaming rocks, and gaming with your mate rocks particularly hard. So this month *Official U.S. PlayStation Magazine* [illegible] gaming couple [illegible] envy. We chatted with the [illegible] cook who also plays guitar for The Motor (themotor.org), and Aimee [illegible], who bartends and sings for the band Guilty Cock (Web site coming). Gaming is one of 14 billion ways they get the [illegible].

**Jesse:** A rockstar or a firefighter. Or a cook at a sandwich shop, maybe.
**Aimee:** I'd like to be a guest on Jerry Springer. Or a filmmaker.

**Jesse:** It's the only thing we enjoy together.
**Aimee:** Shut up. We played Jeopardy! when we first met. But Player Three, the computer, kept winning. Player Three's a bastard.
**Jesse:** Now we play Jeopardy! to relive the nostalgia of our halcyon days back when we were fresh-faced youngsters. What was that, March? April?

**Aimee:** No comment.
**Jesse:** It's no big deal. We play in bed. And while one person plays, the other uses their, well, their tongue to break the other's concentration. It usually works.

**Jesse:** I think it's great. Tony Hawk 2 is a perfect example. It's fun, rocks.
**Aimee:** I really don't think there's enough of it. It should continue.
**Jesse:** You think about the old Mario [illegible] the way that sticks in your head, and that'll make you crazy. It's [illegible] song stuck in your head for once. Now that I think of it, I'd like to do a song for a game.
**Aimee:** Check back in a couple weeks. We'll start piecing together a PlayStation album tomorrow.

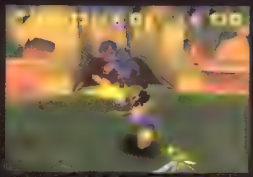
**Jesse:** It's not like we get 40 [illegible] drink while we play. But we do [illegible]. Actually, I'd like to try throwing back a fifth of Jack Daniels and playing a little Gran Turismo.

**Jesse:** There should be more games involving sex. It'd piss people off, but I don't have a problem with it.
**Aimee:** I want remakes of Atari games. But there's no [illegible] these.
**Jesse:** They should make a game based on the movie *Fresh*. That would be rad. Oh, before I forget. We want to challenge that lesbian couple to a game-off.

## WE WANT YOU!

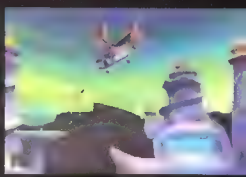
If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail [illegible] us:OPM@ziffdavis.com
If you're selected as the Couple of the Month you'll win a free game along with accolades!

Can you take the heat?

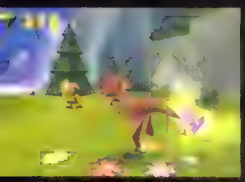


It's barbecue time.

Bentley, the yeti with a mean left hook.



Spyro gets totally wet.

Get your kicks with Sheila.

Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

# If YOU Ran The Video Games Industry

The masses have spoken. Apparently many of you just adore Snake's mullet and wish we never said all those nasty things about it. Let's move on now, shall we. Following are more of your thoughts on what you'd do if YOU ran the games industry. Keep those e-mails coming (send them to OPM@ziffdavis.com, marked "If We Ran Gaming"), and we'll keep printing them. Who knows—maybe your loony rants will make a difference.

## Family Feud

the term "survival h rror don t
TCSHAN@aol.com

James Campbell
SeaCorpse@aol.com

## Gaymes for Gaymers?

"Alexandra"
Address withheld by request

## Choose or Lose

Shaun McGrath
TheDragoonMaster@aol.com

## Clash of the Systems

"Franky Digital"
fofmodie@hotmail.com

## Nuts

gmon23@aol.com

# The Adults-Only rating needs to be cracked by someone.

**Give us Leisure Suit Larry, whatever, but allow adults the opportunity to play adult-oriented games.**

–Jon Seals
jonseals@hotmail.com

# Yee Haw!


**Looks like Them Dukes Are Stirrin' Up Hazzard's Backroads Again!**

Combining mission and arena-style driving, with plenty of stunts, plenty of cars and plenty of country to explore, *The Dukes of Hazzard™ II: Daisy Dukes It Out* will have Dukes fans coming back for lots more tire squealin' excitement in this sequel to





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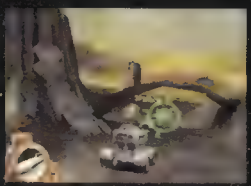

Blast your way through with all the hard-core weapons you find.


Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all!

# HITTING THE MARK

## Are developers finally learning to cope with Sony's Emotion Engine?

Talk to any developer [illegible] and no matter how experienced they are, [illegible] they have or how many people they'll throw [illegible] they'll tell you that the system is hard to program for. It's something that [illegible] development for [illegible] Computer Entertainment America [illegible] certainly told [illegible] system. When it first came out, the new developers [illegible] used to work on PlayStation.

Some individual talents like Hideo Kojima, Metal Gear Solid 2's [illegible] are quite happy [illegible] Others [illegible] matter what [illegible] different [illegible] directly to the [illegible]

Clearly, the [illegible] they [illegible] Bizarre [illegible] one area that pulls [illegible] Many team [illegible] before and are spending [illegible] learning how to effectively write for it. "We were slow to get started," says Capcom [illegible] Hideki Kamiya, Resident Evil [illegible] more like a marathon. Hopefully we'll catch up [illegible]

[illegible] RAM [illegible] with any [illegible] Image Shader Model [illegible] the RAM [illegible] Sony [illegible] Net [illegible] the development [illegible] developer-quality [illegible] the PS2.

> **"It will take three years for games to make complete use of the total potential of the PS2."**
> **- Hideo Kojima**

[illegible] the task. A [illegible] the [illegible] with Eye [illegible] Bizarre's [illegible] and animation [illegible] to be having a number of problems. We [illegible] Bizarre's [illegible]

## What was wrong with early PS2 games?

If you look closely at Ridge Racer V, you'll notice jagged edges on the scenery.

## Making better use of the hardware

Metal Gear Solid 2 is the finest-looking PS2 game yet, thanks in part to weather effects.

# THE PLAYERS

**Martin Edmonson Reflections Known for: Driver**
Progress with the PS2 is slower than we would have hoped due to the system's complexity. But with complexity you often get flexibility, which I believe we certainly have with the system. Experienced development teams will eventually get some stunning results.

**Al Hastings Insomniac Known for: Spyro series**
The PS2 requires an immense amount of planning and patience and down-and-dirty assembly programming to bring out its potential. Considering the complexity of the system, you really don't want to make any mistakes when designing your software, or you could find yourself in a world of hurt down the road.

**Hideo Kojima Konami Known for: Metal Gear Solid**
This is a big problem. I think every developer is facing these same issues. They develop just a little piece of a PS2 title and say that "this is no good" or "this system can produce much better graphics." And then they are hesitant to progress with their games, and would rather wait to see the other companies' cards first.

**Keiji Inafune Capcom Known for: Onimusha**
It is gradually becoming easier to develop for the PS2 as we get used to the hardware. But we have also now established some basic "know-how," which makes the development for PS2 a lot easier than before. The overwhelming quality of the graphics is a huge advantage in developing the games.

**Shigeru Yokoyama Namco Known for: Ridge Racer V**
With the first-generation titles, it's difficult to develop software that can take advantage of all the power of the PS2. I think we have not yet exploited the system's ultimate potential. However, we put together our top talent and our best technology to make the best games possible for this new system.

**Dave Perry Shiny Known for: Earthworm Jim**
Clearly, texture memory will be our biggest bottleneck on the PS2. It's something we will solve, but let's just say, it is no painting by numbers. But consoles are a strange beast. There is *always* a way to milk them more and more. It just takes time to find out how. So expect a good, healthy curve on PS2.

**Jez San Argonaut Known for: Croc series**
Taking maximum advantage of the PS2 will require custom game engines designed *for* the PS2 and games designed around the advantages it offers, while hiding its disadvantages. The biggest challenge is how to make the parallel processors run together and work in parallel without blocking each other.

### What the heck is so Emotional about that Engine?

**Web site Arstechnica.com features a good analysis of the Emotion Engine and some of the other processors under the PS2's hood. If you're of the technical sort, give the full article a read at:**
**http://arstechnica.com/reviews/1q00/playstation2/ps2-1.html**

**Says Jon Stokes, author of the feature: "Not only does the Emotion Engine have horsepower under the hood, but its aggressively new, cutting-edge design means that it's going to take awhile for developers to really learn to use all that power. It'll be interesting to see if the PC has caught up with the PS2 by the time PS2 developers figure out how to exploit this hardware to its fullest potential."**

## PLAY WITH YOUR OWN DARK ANGEL

By now you've no doubt had a chance to check out 19-year-old Jessica Alba in the James Cameron-produced sci-fi series for Fox, *Dark Angel*. As you'd expect with such a high-profile genre project, the game companies have been lining up to get the interactive rights for the show, which already has 13 episodes in the can. Current rumors indicate that Fox itself will be publishing the game, although no developer has been announced yet.

www.fox.com/darkangel

## EPISODE II WRAPS PHOTOGRAPHY

*Star Wars: Episode II* finally finished principal photography at 1:45 p.m. local time Sept. 20 at Elstree Studios in London after two months of shooting, the official Star Wars Web site reported. The mammoth sequel apparently wrapped one and a half days ahead of schedule. The last take of the day involved Ewan McGregor (Obi-Wan Kenobi) performing an action sequence against a blue screen.

www.starwars.com

## AMAZING SPIDER-MEN

We've heard rumors from multiple sources that the new writer on *Amazing Spider-Man* is Babylon 5 creator J Michael Straczynski. Sci-fi fans will no doubt be gooey at the prospect of this talented guy penning the script, but Straczynski's strengths don't really lie in dialogue. Will Spidey's sarcastic quips suffer? Let's hope not. Elsewhere in the Spidey camp director Sam Raimi has hired a composer for the music (What? No theme from the TV show?). Fans of spooky music and the theme from *Batman* and *The Simpsons* will be overjoyed to learn that Danny Elfman will be providing the tunes. Finally, you may have read rumors that production on the movie has been pushed back, and less scrupulous Hollywood reporters were speculating that the production was doomed. But the delay in principal photography isn't necessarily a bad thing. The production won't be affected by the much-hyped Hollywood strike, and we should still see Spidey late next year.

www.sfx.co.uk

## PLANET OF THE APES KEEPS NAME

Tim Burton's remake of *Planet of the Apes* will retain the 1968 movie's title and won't be called *The Visitor* as previously rumored, according to The Dark Horizons Web site. Fox's game is still not ready for us to look at properly.

www.darkhorizons.com

## PI GUY FOR BATMAN: YEAR ONE

*Variety* has confirmed rumors that Da[illegible] Aronofsky (*Pi*) will direct the fifth in[illegible] the ailing Batman movie franchise, [illegible] *Year One*. Aronofsky will write and develop the screenplay with the much-revered Frank Miller, author of the graphic novel of the same name. Warner Bros. will produce the [illegible] as it did with the previous four. Miller's [illegible] series chronicled the evolution of Bruce Wayne into Batman, paralleled by the rise of police lieutenant James Gordon as he battles corruption in the Gotham City force. The studio reportedly hopes to resurrect the Batman movie series, whose last installment, Joel Schumacher's *Batman & Robin*, was widely acknowledged as an embarrassment to the franchise and was panned by critics (it did OK at the box office, though, partly thanks to George Clooney). Warner Bros. is also developing a live-action movie based on The WB Kids Network's animated series *Batman Beyond*. The project is lead by director Boaz Yakin and series creators Paul Dini and Alan Burnett, with help from cyberpunk novelist Neal Stephenson (*Cryptonomicon*), *Variety* reported.

www.variety.com

## INDY 4'S HIDDEN DRAGON

Hong Kong action star Michelle Yeoh told Cinescape Online that she was in talks to co-star in the next Indiana Jones movie. Yeoh told Cinescape contributor G. Allen Johnson that she chatted with Indy 4 director Steven Spielberg. "We had a couple of meetings, and we did talk about [Indy 4]," Yeoh said. "He is one guy who has a passion for filmmaking. He's inspiring. And I love the Indiana Jones films. Would I be interested? Of course I'm going to jump up and say, 'Yes, please!'" Harrison Ford told SCI FI Wire that he'd be interested in reprising the title role in a sequet if he, Spielberg and producer George Lucas can agree on a script, as we reported last month. Rumor has it that director M. Night Shyamalan (*Unbreakable*) is writing an early script for the movie.

www.cinescape.com

## THE ROCK IS SCORPION

Popular WWF wrestler The Rock has signed on for Universal's *Scorpion King* project, a spinoff of the coming *Mummy Returns*, Cinescape Online reports. The film will be set in ancient Egypt and tells the story of a peasant whose village is plundered by a marauding army intent on conquering Egypt. In order to exact his revenge, the anti-hero must compromise his integrity by joining a band of outlaws. Universal is said to be fast-tracking the film, which has a script by Jonathan Hales (*Star Wars: Episode II*). Expect an announcement about an accompanying game title to follow shortly, although we do know that U.K.-based developer Rebellion, which is producing The Mummy game for Fox Interactive, is unlikely to work on the project.

www.cinescape.com

## IRON MAN'S NEW LOOK?

It seems that the coming Iron Man movie will feature a different-looking golden avenger than we've seen in the comics. While talking to E! Online, a Marvel Film senior VP revealed that [illegible] Stark's alter ego may not be the red and gold [illegible]ersion we know and love, saying, "You always [illegible]se the comic book as the starting point. You see what works and doesn't work on camera. We don't want him looking like a walking Academy Award." Activision is rumored to be working on an Iron Man game as part of its Marvel license deal, but it's likely that the hero will appear in both traditional and movie costumes, as with X-Men Mutant Academy.

www.[illegible]

Photography by Greg Gorman Corbis/Outline

# STREET FIGHTER EX3

***Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!***



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## GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

# Clish MacLaver Gossip Gossip

Sony held a big bash in San Francisco just prior to the launch of the PS2 to show new games, talk about the shortages of machines on day one, and generally show everyone a great time. It was a huge games industry event that sucked in media from all over the country who proceeded to suck down the sauce and spew out the gossip. Fortunately I was there (drunk, dancing like an idiot and surrounded by other soused games journos) and managed to get huge amounts of gossip in between sips of vodka and Red Bull

### ONLINE GAMES IN DEVELOPMENT AT SONY'S STUDIOS

Despite repeated assertions by Sony bigwigs that no online plans were readily available to comment upon, SCEA's VP of product development Shuhei Yoshida let slip that all of the company's internal divisions have been working on Internet experiences for some time. But what are they? Obviously no one at Sony could tell me anything specific, but a few contacts "in the know" (or maybe just some folks with a good line of BS) are convinced that all of the sports games are set to go online by their 2002 editions. Also, expect another Cool Boarders game with online tournaments and maybe a resurrection of the Jet Moto franchise There are rumors kicking around that Warhawk may get pulled out of the closet at some point too Remember that little beauty from five years ago? The new game will be more than just a mission based shooter, possibly being a massively multi-player combat game with huge campaigns and vast worlds. How cool would that be? I'll tell you how cool. Very

### MORE EA ONLINE GOSSIP

After last month's clanger concerning the new Ultima game for PS2 that's to come bundled with a modem, it seems that EA Games, Sports and .com are building lots of ideas around getting PS2 users online early. Once the modems are out there it looks like pretty much the entire EA back catalog will be gradually put online so that you can either download them for a limited time, or play them "live" from the site. In terms of catalog, it's not clear yet how far back they're thinking of going, but one of my sources hinted that it could possibly include stuff like all the old Ultimas Obviously there'd be some kind of billing, you'd think—but some of the really old stuff could feasibly turn up as freeware. I'll keep updating you on this one each month

### ROCKIN' SEQUELS FRENZY

The PS2 has certainly helped inspire some new franchises, but we've also heard that a whole bunch of sequels are in the works for new series and old Rockstar is certainly pushing this particular envelope with Midnight Club 2 and Smuggler's Run 2 already in development, and Grand Theft Auto 3 well on track for a 2001 release. Expect to see a completely new Duke Nukem game too (not a version of Duke Nukem Forever, as previously rumored.) It's still not clear if the new Duke game will be a first-person shooter or a third-person action/adventure, but Rockstar reps seem keen to stress that the series will be returning closer to its roots

### SOMETHING ELSE FROM THE TIMESPLITTERS GUYS

TimeSplitters is universally regarded as being a "kick-ass" (as you Americans say) game, but did you know that this isn't the "main" project the boys at Free Radical are working on? Apparently the game was basically something of a side project for the team so Eidos would have a big launch title ready. The real deal should be out around this time next year, and apparently does far more to show the kind of pedigree this team has. As you know, the FR guys worked on GoldenEye and Perfect Dark, so a more narrative-driven first-person action game looks like a cert

### PEGASUS LEADS THE WAY FOR A NEW LUCAS FRANCHISE

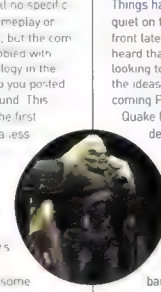
The new adventure game from LucasArts that I mentioned in Rumor Mill a couple of issues ago seems to be taking shape nicely. I've recently learned that the name of the project is Pegasus and that it *will* be coming to PS2 There are still no specific details on gameplay or even themes, but the company has dabbled with Greek mythology in the past. I'll keep you posted as I sniff around. This looks to be the first step toward a less Star Wars centric LucasArts though There's talk in the air at the company's offices in California of some old franchises being brought into the 21st century with some old PC adventure game favorites likely to hit within two years. The new Monkey Island game seems ripe for a PS2 transition, but what really has our juices flowing here in the *OPM* offices is the prospect of a new Sam 'n Max game from comic genius Steve Purcell. Or how about a sequel to Day of the Tentacle? Not everyone will remember these wonderful games, but those who do are probably getting very excited right now

### HASBRO MAKES A MESS OF A CLASSIC

Personally, I'm not a big fan of any of Hasbro's "interpretations" of any old games, but I guess many of them have sold spectacularly well. When the toy giant acquired the rights to all of the Atari games awhile ago, one of the first projects put into development was a new version of the awesome and groundbreaking (in the early '80s) Star Raiders. Apparently, everything has gone horribly wrong since, and no one concerned is happy with the results. Don't expect to see this one released. Unlike many of its other not particularly wonderful remakes, Hasbro apparently has the decency to deprive us of this one

### PS2 QUAKE III TO INCLUDE TEAM ARENA?

Things have been pretty quiet on the Quake PS2 front lately, but I have heard that the team is looking to integrate a lot of the ideas from the forthcoming PC update of Quake III, which is designed to take on the latest batch of team-based online games This surely means that we won't see the game until well after the broadband Internet systems are up and running next year. Could this be the next big trend? Hope so.



## Rumor Mill

**Tecmo Bowl is coming to PS2. Remember the original? Remember the crappy versions that have come since? The new game will apparently be a side-on affair just like the original and is described by insiders as being very "arcadey." The producer from the original is on board. • Treasure is working on an action/adventure for PS2 that also includes some strategy game elements which sound a little like Lionhead's Black & White. Speaking of which, the much-anticipated brainchild of Peter Molyneux will be out on both PS one and PS2 by the middle of next year. • Dynasty Warriors 3 is currently in development and will boast even more on-screen characters (is that possible?) and hopefully less eye-eating references. • Word on the street from Capcom HQ is that there's a completely new Mega Man series of games heading to PS2 next year.**

TWO WARRING NATIONS...

A MISSING PRINCESS...

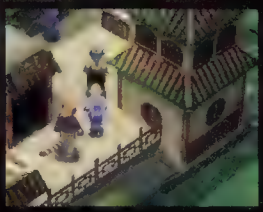
AN EPIC QUEST FOR PEACE.

# BREATH OF FIRE IV

After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

"VISUALLY BREATHTAKING!"
*–Game Pro Magazine*

Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Release the dragon within...more than 200 spells to learn and master.

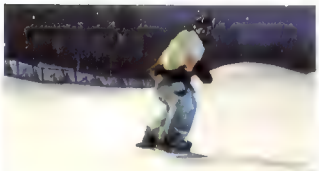
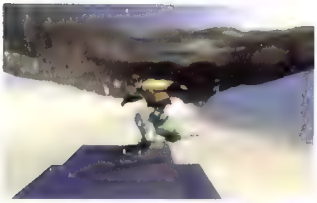





CAPCOM
www.capcom.com

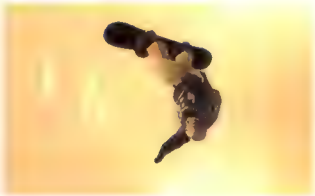
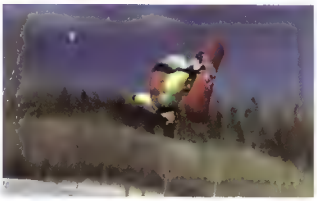

YEAH, I'VE TRIED SNOWBOARDING WITH
AMATEUR RIDERS. BUT IT WAS LAME.
KONAMI
PlayStation.2





INTRODUCING
WINTER X GAMES
SNOWBOARDING
REAL PRO BOARDERS. REAL TRICKS AND GEAR. REAL X GAMES ALL OUT.



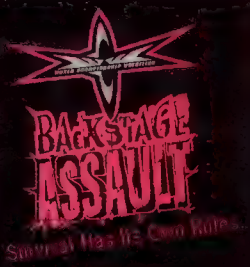

winter
Games
snowboarding



ESPN
the games
espnthegames.com


ICE
COLD
INSTRUCTIONS
1. BEND AT KNEES
2. YANK FROM WALL
3. DROP ON OPPONENT UNTIL
HE EATS THROUGH A STRAW.
PlayStation
NINTENDO
TEEN
T
wcw.com
wcwbackstageassault.com

Crates in the boiler room. Urinals in the bathroom. Anything within reach is now a weapon. Backstage isn't just part of the arena. It's part of your arsenal.



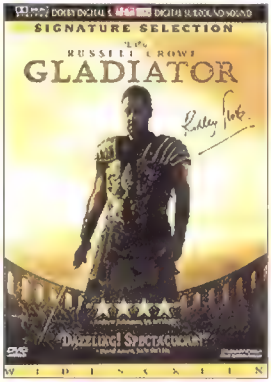
# DVD Reviews

By John Scalzi

Here's som[illegible]

not a turkey among them [illegible] stop with [illegible]

Thanksgiving puns now. P[illegible]




When in Rome, do as the Romans do—which, in this film, means hacking some other dude to death with a sword while the crowd cheers you on. Now you know why Rome fell. Class dismissed. *Gladiator* is bad history and kind of tepid drama, but director Ridley Scott sure has a way with visuals, and Russell Crowe, as hero gladiator Maximus, has the sort of "manly man" vibe that I was pretty sure had been buried with Steve McQueen. It works. The DVD is nicely stuffed, with 25 minutes of deleted scenes (with commentary), an actual documentary from the Learning Channel, an audio commentary track from Scott, and more. Thumbs up, and I mean that in the Roman emperor sense, not the Roger Ebert sense.

Final Score:

**John Scalzi is just some guy. Honestly, we just gave him the gig because he looked like he hadn't eaten in, like, weeks.**

**Mission: Impossible 2**

There are some time[illegible] ght not be shaken [illegible] to a PG-1[illegible] ting, and John W[illegible]

prove this point simply [illegible] have well let [illegible] ite Ugent! I put th[illegible] Will [illegible] the DVD in Ludes and [illegible] from We[illegible] and at M:I:2 [illegible] and M:I fanc[illegible] from this we[illegible]


[illegible] and their [illegible]

**Do the Right Thing: Criterion Edition**

Hey, ten [illegible] scared th[illegible]

[illegible]

Final Score:


**The Perfect Storm**

Just your av[illegible]

[illegible] Ashberg and [illegible]

packed [illegible]

# Online DVD Buyer's Guide

Using your PS2 only for video games is sort of like using your new Porsche only for trips to the grocery store. You're not taking advantage of its full potential. There's a fully functional DVD player under the PS2's hood, and once you marvel at how much clearer and sharper the picture and sound is over VHS, you'll become a junkie for life. Just remember that the local video store isn't the only place to feed your addiction. Buying DVDs online has quickly become a cheap and efficient (read: lazy) way to build your collection. There are dozens of places where you can pick up the latest hot flicks, find those hard-to-get classics, or even preorder titles at substantial savings. But cost and ease of use can vary substantially between different sites, so just for you *OPM* took the time to test out six of the most popular e-sites, noting selection, ease of navigation, expediency of shipment and, of course, cost.

## amazon.com

makes the broad claim of having "Earth's Biggest Selection," and given that they sel everything from acne medication to lemon zesters, they may be right. **Navigation:** Their DVD section is one of the easiest to navigate through, injecting a bit of personality by having fun gimmicks such as pitting sales of hot titles against each other. **Pluses:** Their preorder list is very thorough, and they offer 30% off for preordering. They were the fastest to send us *Terminator 2*, which arrived a mere two days after our order was placed. **Minuses:** *Big Night* was not found in their Pentagon-sized warehouse and was delayed by a week. Also, before ordering from Amazon.com, keep in mind it was recently announced they will be disclosing your name and list of purchases to companies and organizations. Before you buy *Big Game: Field to Table*, remember you may have PETA showing up at your door.

## buy.com

started out catering to the computer geek by selling computer and electronics accessories, but they began selling DVDs when they figured out they appealed to an audience they already had. **Navigation:** The Web page is average. There are quite a few text runovers and they put so much information on the page that it's sometimes difficult to navigate. **Pluses:** They usually have either a coupon or free shipping deals to help entice you to order from them. With preorders being upward of 45% off, you could save quite a bit of cash. *Terminator 2* arrived in three days, just on the heels of amazon.com. And they must have a time machine, because *From Dusk Till Dawn* arrived on our doorstep four days before it was even due to release. **Minuses:** Big points off for not carrying the cult classic *Big Night*. Louis Prima lovers will be very disappointed to hear this.

## Test Subjects

In order to have a level playing field, we ordered the same DVDs from each of our test e-tailers.

**T2: The Ultimate Edition:** James Cameron's sci-fi special effects classic, recently rereleased with about 1,000 versions of the film all on one disc.

**Big Night:** A hard-to-find favorite of the *OPM* staff about two Italian brothers opening a restaurant. Makes food look so good, it could persuade Ghandi to break a fast.

**From Dusk 'til Dawn:** Back when Tarantino was Gen-X's answer to Alfred Hitchcock, he produced and starred in this comedy/thriller. We used this release as our preorder test.

### www.bn.com


Barnes & Noble [illegible] that has actual [illegible] physical [illegible] kid on the DVD block

**Navigation:** Bar[illegible] tell us their [illegible]

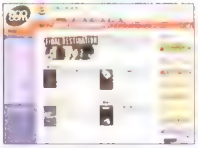
**Minuses:** Some [illegible] **Pluses:** [illegible] our order. [illegible] They did h[illegible] indicate [illegible]

### bigstar.com

[illegible] **Navigation:** It's fairly [illegible] tion we mentioned. **Pluses:** [illegible]

**Minuses:** Three days after our order was made [illegible]

### 800.com



[illegible]

**Navigation:** [illegible] preorder list is slightly confusing because they organize by title name, instead of release date. **Pluses** [illegible]

**Minuses:** [illegible]

### express.com

Formerly know[illegible] [illegible] **Navigation:** [illegible] around. **Pluses:** Prices are fairly low if you [illegible] while because... **Minuses:** By the [illegible] ng was so they wo[illegible]

## Cost Comparison

What really matters is how much you have to pay. Here's a breakdown of how much our orders set us back. Keep in mind that if you ship items separately, those charges can add up quickly.

| | Terminator 2 | Big Night | From Dusk 'til Dawn | Shipping Charges | Total Order |
|---|---|---|---|---|---|
| Amazon.com | $27.99 | $23.76 | $23.09 | $1.99+.99 per item | $79.80 |
| buy.com | $27.49 | — | $22.49 | $2.00+.95 per item | $53.88 incomplete order |
| www.bn.com | $32.98 | $22.99 | $29.97 | $1.99+.99 per item | $90.90 |
| express.com | $27.99 | $23.76 | $19.79 | $1.99+.95 per item | $76.38 |
| bigstar.com | $31.99 | — | $26.39 | $2.09+.99 per item | $62.45 incomplete order |
| 800.com | $27.95 | $22.45 | $21.95 | $1.95+.95 per item | $77.15 |

# DVD News

[illegible]

# Coming Soon

11/14/2000
Do the Right Thing (Criterion)
Hamlet 2000
Annie Get Your Gun
Fantasia 2000
Perfect Storm

11/21/2000
Chicken Run
Up In Smoke
Gladiator
X-Men
Planes, Trains & Automobiles

11/28/2000
Big Momma's House
X-Files-2nd Season

12/02/2000
The Doors Special Edition

12/05/2000
Gone in Sixty Seconds
Me, Myself & Irene
Gettysburg
Shaft 2000

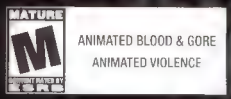
12/12/2000
Scary Movie
The Sopranos-1st Season
The Road to El Dorado
Road Trip

12/19/2000
At Close Range
Gorky Park
House of Games
Alamo

12/26/2000
Godzilla 2000




# NAME'S ASH...
# HOUSEWARES




ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

# EVIL DEAD
## HAIL TO THE KING™

CHAINSAWS, BOOMSTICKS,
AND DEADITES, OH MY!

SLICE AND DICE THE UNDEAD
WITH A WEAPON IN EACH HAND.

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM
THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

BEST OF ALL . . .
BRUCE CAMPBELL AS ASH!

Screenshots from Sega Dreamcast

PlayStation

Dreamcast

WINDOWS 95/98

HEAVY IRON STUDIOS

THQ

WWW.EVILDEADGAME.COM

SPIN

# Bookmarks

**www.playstation.com**
The off cial PlayStation Wo[illegible] and home of the PlayStat on store

**www.themotor.org**
Find out al you'll need to al[illegible] The Motor, the band driven by the genius of this month's "Coupl[illegible] That Play" But [illegible]org? We do[illegible] know. [illegible] They're al[illegible] much as an Amer can institutior

**www.diakka.com**
We feature Diakka [illegible] Spin this month as part of [illegible] Tony Hawk 2 clothing pag[illegible] even if you're not into sk trick[illegible] and Vans, [illegible] you've got [illegible] check these bad boys out

**www.moxxi.com**
As hard as some of you might find it to believe, t[illegible] s run by cute girl[illegible] know what they'r[illegible] Really

**www.mp3.com**
The Internet mus[illegible] we.l Under [illegible] OPM editors d[illegible] on deadline? Check out www.mp3.com/ME project and www.mp3.com/hq

**www.psxnation.com**
O[illegible] [illegible]

**www.thedigitalbits.com**
A[illegible] S[illegible] ly ve on the [illegible] ourse you d[illegible] le for al, the digi[illegible]

**campchaos.com**
Great site for people who lee. Lar Ulrich was a little harsh in h[illegible] attack on Napster. See him bust heads in Metallic OPS or singing [illegible] Al The World with Dr Dr[illegible]

**www.nhl.com**
The home of the coolest game on [illegible] r updating you[illegible] ters [illegible] FaceOff or EA sports NH[illegible]

**timmybighands.com**
New online humor magazine from the creators of MST3K. Definitely worth checking out

**modernhumorist.com**
[illegible]

# Book Review

**Hawk: Occupation Skateboarder**

**Tony Hawk has been exposed and it's all the 900's fault. Those 2½ spins led to a popularity boom that led to a book. In this biography you'll find all you wanted to know about the man who brought skating to the next level. Curious about how he proposed to his wife? His hellion-like mannerisms as a youth? How much he misses his father? It's all in there. The writing isn't literary genius, but it tells his story, and tells it well.**


# Sound Station

**By John Scalzi**

Each month we review albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater 2, MTV Sports: Pure Ride and MTV Sports: Skateboarding soundtracks.



**Deftones: *White Pony***
**Maverick Records**
**Featured In:** MTV [illegible]
Any al[illegible]
Final Score ●●●

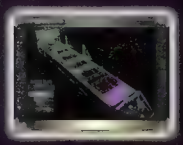

**OPM: *Menace to Sobriety***
**Atlantic Records**
**Featured In:** MTV Sports
I'm really embarrassed that I like *Menace to Sobriety* as much as I do, since it's pretty much the sort of mus al crap I typically roll my eyes at. Dumb [illegible] ging and rapping about getting high and skating and using four [illegible] a row. [illegible] just won't do. But I can't help myself. This stuff is catchy enough to make its vapid [illegible] nanan outlook kinda end ring instead of merely d[illegible]
Final Score ●●●

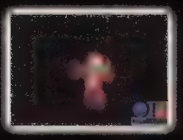

**Papa Roach: *Infest***
**DreamWorks Records**
**Featured In:** T[illegible]
Ready for a snap[illegible] Dark The Shadow, man[illegible] appeared
Final Score ●●●◐


**Powerman 5000: *Tonight the Stars Revolt!***
**DreamWorks Records**
[illegible] imagine Rob Zombie had [illegible] Texas Chainsa[illegible] re [illegible] fairly hard, but th[illegible] about it that keeps m[illegible] ting I'm t[illegible] d want to [illegible] ning to. Only saving grace [illegible] nice n[illegible] Times Roll. Other than that, though, this one's a good
Final Score ●●◐


**Project 86: *Drawing Black Lines***
**Atlantic Records**
**Featured In:** MTV Sports: Pure Rid
Here's the problem. I just [illegible] Final Score ●

[illegible]

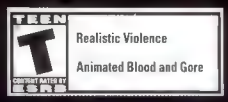





Tom Clancy's
# RAINBOW SIX ROGUE SPEAR™

## RAINBOW SIX IS BACK... AND TOUGHER THAN EVER!

- Experience a unique blend of strategy and stealth!
- Fully plan your operation before the mission begins, sending each team on a specific path to reach each mission objective!
- 19 missions, including some from the PC mission pack, Rogue Spear: Urban Operations!



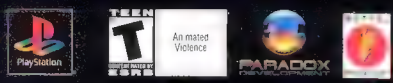



www.redstorm.com

You see yourself as a great warrior...

Your opponents see you as spare parts.

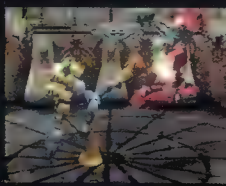
# ROCK EM SOCK EM™ ROBOTS ARENA






10 menacing robots, each with its own special way to turn enemies into scrap metal.

Devastate your opponent with weaponry like missiles, flame throwers and lasers.



Learn incredible combo moves that will make your competitor's head spin (if it's still attached).

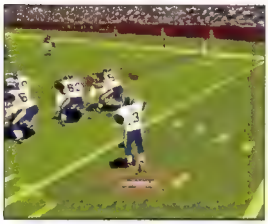

Rock 'Em Sock 'Em™ Robots Arena gives you the power to rip off your opponent's body parts and attach them to yourself. Turn your enemy into rubbish with their own weapons. Or save the parts you collect for future victims. The more you win, the more powerful you become. You're not just competing for pride and honor, you're fighting for limbs.

www.rockemsockemrobots.com

# TOP TWENTY

| | Last Month | Title / Publisher | Rating |
|---|---|---|---|
| 1 | — | Madden NFL 2001<br>*EA Sports* | ●●●●● |
| 2 | 11 | Gran Turismo 2<br>*Sony CEA* | ●●●●● |
| 3 | — | Chrono Cross<br>*Square EA* | ●●●●● |
| 4 | — | Spider-Man<br>*Activision* | ●●●●● |
| 5 | 1 | Tony Hawk's Pro Skater<br>*Activision* | ●●●●◖ |
| 6 | 3 | Spec Ops: Stealth Patrol<br>*Take 2 Interactive* | ● |
| 7 | — | NFL GameDay 2001<br>*989 Studios* | ●●◖ |
| 8 | 4 | Driver<br>*GT Interactive* | ●●●● |
| 9 | — | CTR: Crash Team Racing<br>*Sony CEA* | ●●●●● |
| 10 | 5 | WWF SmackDown!<br>*THQ* | ●●●●◖ |
| 11 | 10 | Tekken 3<br>*Namco* | ●●●●● |
| 12 | — | Spyro 2: Ripto's Rage!<br>*Sony CEA* | ●●●●◖ |
| 13 | 9 | Syphon Filter 2<br>*989 Studios* | ●●●◖ |
| 14 | 13 | Syphon Filter<br>*989 Studios* | ●●●● |
| 15 | — | Final Fantasy VIII<br>*Square EA* | ●●●●● |
| 16 | 16 | Crash Bandicoot: WARPED<br>*Sony CEA* | ●●●●● |
| 17 | 18 | Namco Museum Vol. 3<br>*Namco* | ●●●◖ |
| 18 | 2 | NCAA Football 2001<br>*EA Sports* | ●●●● |
| 19 | 15 | Metal Gear Solid<br>*Konami* | ●●●●● |
| 20 | 8 | Legend of Dragoon<br>*Sony CEA* | ●●●●◖ |

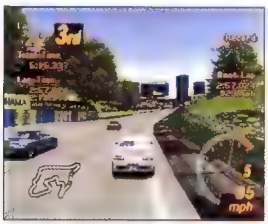
Source: NPD TRSTS Video Games Service, mid-September 2001. Call them at 516.625.2481 for [illegible] and [illegible]. No games for competing consoles (e.g. Nintendo, Dreamcast) were included. Dura[illegible] sales, [illegible] descriptions written by the OPM staff.



## 1 Madden NFL 2001

Last Month: — *EA Sports* ●●●●●

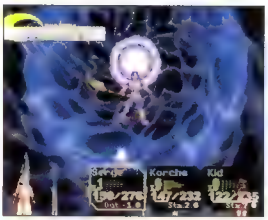
After last season's masterful pigskin effort, EA exceeded the expectations of even the most rabid football fans with this year's edition. The game mastered the always sought, rarely achieved risk/reward aspect of the real NFL. And the physics are wound tighter than John Randle. We said it was arguably one of the best PlayStation games ever, but there shouldn't be much of an argument that it's the best PS one football game ever. It's nice to see such a prime game on the top of the sales charts, but will it be replaced by its Hollywood-faced, sleek-suited PS2 brother? Time and consumers will soon tell.



## 2 Gran Turismo 2

Last Month: 11 *Sony CEA* ●●●●●

We called this the "greatest racing game ever made" when we reviewed GT2 last February, and we're sticking to that—at least until GT3 comes out. While you're waiting for Sony's next driving masterpiece to be released, comfort yourself with GT2's heady package of 600 cars, 27 courses and the most accurate racing engine ever created. And be sure to tune in next month for our exclusive feature on GT3, which'll be packed with tons of new screens and info.



## 3 Chrono Cross

Last Month: — *Square EA* ●●●●●

The best PS one RPG? It's definitely up there. But with the release of Final Fantasy X, this one's got some serious competition in store.

## 4 Spider-Man

Last Month: — *Activision* ●●●●●

We're not surprised by the Webhead swinging into the top five. We are, on the other hand, surprised by Chris Baker's clingy new Spidey outfit.

## 5 Tony Hawk's Pro Skater

Last Month: 1 *Activision* ●●●●◖

Ahh, the freefall has begun. But fear not! Certainly the sequel will ollie and grind its way to the top five in no time at all.

### OPM's Most Wanted PS2 Games

| | | |
|---|---|---|
| 1 | Metal Gear Solid 2 | *Konami* |
| 2 | Soul Reaver 2 | *Eidos* |
| 3 | Munch's Oddysee | *Infogrames* |
| 4 | Silpheed | *Working Des.* |
| 5 | Star Wars: Starfighter | *LucasArts* |
| 6 | Dark Cloud | *Sony CEA* |
| 7 | Gran Turismo 2000 | *Sony CEA* |
| 8 | Zone of the Enders | *Konami* |
| 9 | NBA Hoopz | *Midway* |
| 10 | Futurama | *Fox Int.* |

### OPM's Most Wanted PS Games

| | | |
|---|---|---|
| 1 | Final Fantasy IX | *Square EA* |
| 2 | Alone in the Dark 2 | *Infogrames* |
| 3 | Driver 2 | *Infogrames* |
| 4 | Fear Effect: Retro Helix | *Eidos* |
| 5 | The World Is Not Enough | *EA Games* |
| 6 | WWF SmackDown! 2 | *THQ* |
| 7 | Mat Hoffman's Pro BMX | *Activision* |
| 8 | Dragon Warrior VII | *Enix* |
| 9 | Mega Man X5 | *Capcom* |
| 10 | Dukes of Hazzard 2 | *Southpeak* |

### Japan's Top 10 PS and PS2 Games

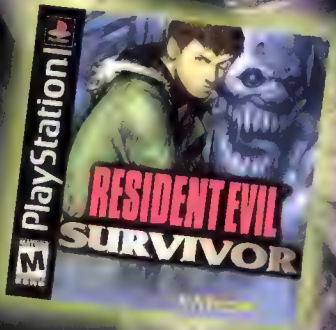
| | | |
|---|---|---|
| 1 | Dragon Quest VII | *Enix* |
| 2 | Genso Suiko Gaiden Vol. 1 | *Konami* |
| 3 | Dino Crisis 2 | *Capcom* |
| 4 | Gekikukan Pro Baseball | *Square* |
| 5 | World Soccer 2000 | *Konami* |
| 6 | Ring of Red | *Konami* |
| 7 | KeyboardMania | *Konami* |
| 8 | G-Savior | *Sunrise* |
| 9 | SangokuShi VII | *Koei* |
| 10 | Silpheed | *Capcom* |

### U.K.'s Top 10 PlayStation Games

| | | |
|---|---|---|
| 1 | Tony Hawk 2 | *Activision* |
| 2 | Who Wants to Be a Millionaire | *Eidos* |
| 3 | Spider-Man | *Activision* |
| 4 | Sydney 2000 | *Eidos* |
| 5 | Tenchu 2 | *Activision* |
| 6 | TOCA World Touring Cars | *Codemasters* |
| 7 | Rayman | *Ubi Soft* |
| 8 | Rayman 2 | *Ubi Soft* |
| 9 | Driver | *Infogrames* |
| 10 | Tony Hawk's Pro Skater | *Activision* |

In Your Face Terror

Now experience terror in first person perspective.
Introducing Resident Evil Survivor.






CAPCOM
www.capcom.com




MATURE M

Animated Violence
Animated Blood and Gore

LEVEL

Dreamcast™

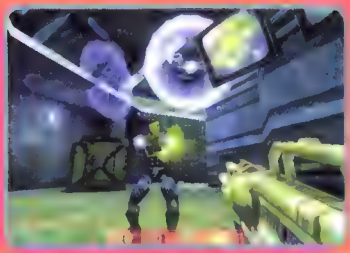
PlayStation®2

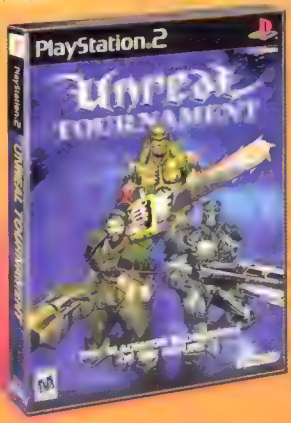
MODEL UT-00

# HEAD BLOW'D OFF REPAIR KIT

OR REATTACHING ARMS, LEGS AND FINGERS!

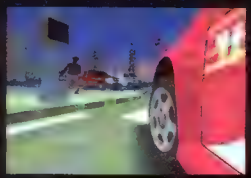
INCLUDED WITH STAPLE GUN






Unreal™ Tournament® for PlayStation® 2 is the ultimate single and multiplayer experience on the PlayStation® 2, complete with online support, online and Sega Dreamcast™ play. Lead your team of armed and dangerous against the deadliest gladiators in the galaxy while dodging rockets, 3D grenades, high-octane gameplay, and deadly Unreal combat action. Guarantee it will blow your head.


You know the rules.



PlayStation 2

# 湾岸 MIDNIGHT CLUB

## STREET RACING

In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

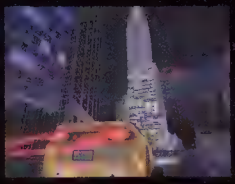
- Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!
- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
- Play in a persistent world - with interactive traffic, pedestrians and law enforcement.
- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
- Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more...

Release date: PlayStation 2 Launch

www.rockstargames.com/midnightclub

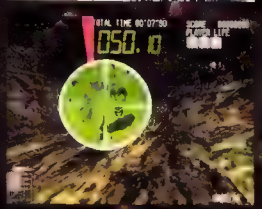
**There are no rules.**

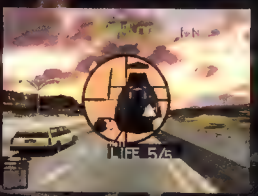
Cutting edge soundtrack from some of the world's leading techno/drum and bass artists: Dom and Roland, Derrick May and Surgeon









# SILENT SCOPE™

SILENT SCOPE IS NOW AVAILABLE FOR PLAYSTATION 2 AND DREAMCAST, COMPLETE WITH AN ON-SCREEN TARGETING SYSTEM, MAGNIFIABLE SCOPE, MULTIPLE BRANCHING PATHS AND DETAILED GRAPHICS DRAWN STRAIGHT FROM THE ARCADE ORIGINAL. AND YES, THE PRESIDENT IS STILL BEING HELD HOSTAGE. YOU'RE THE SNIPER WHO'S SENT TO SAVE HIM. ALL YOU'LL NEED IS A STEADY HAND, A GOOD EYE, AND AN IRON STOMACH.

PlayStation 2

Dreamcast


KONAMI

## Previewed Inside



# Gran Turismo 3

## New name, but no less amazing

Since re eas ng something w th a name l ke Gran Tur smo 2000 make
early 2001 n, Sony CEA ha
t might not be a l


## Coming Soon

### November

| | | |
|---|---|---|
| Disney's Donald Duck | Ubi Soft | Action |
| ESPN NBA 2N ght | Konami | Sports |
| ESPN NFL Prime ime | Konami | Sports |
| ESPN X Games Snowboard ng | Konami | X-Sports |
| FIFA 2001 MLS | EA Sports | Sports |
| F1 Championsh p Season 2001 | EA Sports | Rac ng |
| F1 Racing Championship | Ubi Soft | Racing |
| Gradius III and IV | Konam | Shooter |
| ModernGroove | TBA | Misc |
| NASCAR 2001 | EA Sports | Racing |
| Q-Ball Billiards Master | Take 2 | Sports |
| Rayman Revolution | Ubi Soft | Action |
| Ready 2 Rumble Round 2 | Midway | Sports |
| Super Bust-A-Move | Acclaim | Puzzle |
| Sky Odyssey | Activision | Action |
| Theme Park Roller Coaster | EA Games | Simulation |
| WDL Thunder Tanks | 3DO | Action |

### December

| | | |
|---|---|---|
| Age of Empires II | Konam | Strategy |
| Army Men Air Attack 2 | 3DO | Action |
| Army Men Sarge s Heroes 2 | 3DO | Action |
| Comer Morphed | Jaleco | Adventure |
| Formula 1 2000 | EA Sports | Racing |
| MDK 2 Armageddon | Interplay | Action |
| NBA Live 2001 | EA Sports | Sports |
| Oni | Rockstar | Adventure |
| Star Wars. Starfighter | LucasArts | Action |
| Warriors of Might and Magic | 3DO | Adventure |

### Q1 2001

| | | |
|---|---|---|
| 4 X 4 Evolution | G O D | Racing |
| All-Star Baseball 2002 | Acclaim | Sports |
| Army Men Vikki's Adventures | 3DO | Action |
| The Bouncer | Square EA | Action |
| Dark Angel Vampire | Metro 3D | Adventure |
| Driving Emotion Type-S | Square EA | Rac ng |
| ESPN MLS Game Night | Konami | Sports |
| Fur Fighters | Acclaim | Action |
| Gauntlet Dark Legacy | Midway | Action |
| Gran Turismo 3 | Sony CEA | Racing |
| High Heat Baseball 2002 | 3DO | Sports |
| Kengo Master of Bushido | Crave | Fighting |
| Knockout Kings 2001 | EA Sports | Sports |
| Legacy of Kain Soul Reaver 2 | Eidos | Adventure |
| Legion Legend of Excalibur | Midway | Strategy |
| NBA Hoopz | Midway | Sports |
| Onimusha Warlords | Capcom | Adventure |
| Star Wars. Super Bombad Rac | LucasArts | Racing |
| Tiger Woods PGA Tour 2001 | EA Sports | Sports |
| Ultimate Fighting Champ onship | Crave | Wrestling |
| WDL War Jetz | 3DO | Action |

### Other 2001 Releases

| | | |
|---|---|---|
| 7 Blades | Konami | Action |
| Ape Escape 2 | Sony CEA | Action |
| Aquaqua Wetrix 2 | SCi | Puzzle |
| Armada 2 | Metro 3D | Action |
| Baldur s Gate | Interplay | RPG |
| Black & Wh te | EA Games | Adventure |
| Bust A Groove 3 | Enix | Dancing |
| CART Fury | Midway | Racing |
| Dark Cloud | Sony CEA | RPG |
| Dragon s Lair 3D | TBA | Adventure |
| Drakan | Sony CEA | Adventure |
| Dropship | Sony CEA | Action |
| Eden | Eidos | Adventure |
| Ephemeral Fantasia | Konami | RPG |
| Evil Twin | Ub Soft | Adventure |
| Extermination | Sony CEA | Adventure |
| Final Fantasy X | Square EA | RPG |
| Final Fantasy X | Square EA | RPG |
| G Sphere | TBA | Racing |
| Gargoyles 2 | Crave | Adventure |
| Galleon | Interplay | Adventure |
| The Getaway | Sony CEA | Racing |
| Ghost Master | Empire | Strategy |
| G Ii | Cryo | Adventure |
| Gunslinger | Activision | RPG |
| Harry Potter | EA Games | Adventure |
| Herdy Gerdy | Eidos | Adventure |
| ICO | Sony CEA | Action |
| Kessen I | TBA | Strategy |
| Legacy of Kain Blood Omen 2 | Eidos | Adventure |
| The Lost | Crave | Adventure |
| Lotus Extreme Challenge | Interplay | Racing |
| Maximo | Capcom | Action |
| Metal Gear Solid 2 Sol | Konami | Adventure |
| Mille Miglia Racing | SCi | Racing |
| Mobile Suit Gundam | Bandai | Action |
| Motor Mayhem | Infogrames | Action |
| NASCAR Heat | Hasbro | Racing |
| Navy SEALS | Jaleco | Action |
| No One Lives Forever | Fox Interactive | Shooter |
| Nooks and Crannies | Crave | Strategy |
| Oddworld Munch's Oddysee | Infogrames | Adventure |
| Pirates of Skull Cove | EA Games | Strategy |
| Red Faction | THQ | Shooter |
| Rumble Fish | Interplay | Adventure |
| Silent Hill 2 | Konami | Adventure |
| Starsky and Hutch | Empire | Action |
| Stunt Squad | TBA | X Sports |
| V I P | Ubi Soft | Adventure |
| Virtual Ocean | TBA | Action |
| WipeOut Fusion | Psygnosis | Racing |
| The World Is Not Enough | EA Games | Shooter |
| World Sports Cars | Empire | Racing |
| Zone of the Enders | Konami | Action |

## Smart Racers

One major improvement to GT2 is that your opponents are just plain smarter. Says SCEA's Susan Nourai, "In GT2, the opponent cars kind of raced in packs and it seemed a little patterned. Now, each and every car that you race against will be able to react emotionally to what you do. So, if you pass someone on the inside or cut them off, they will come after you; they will tailgate you—it'll become a rivalry between you and the other car."



## The Weather

Sure, weather in racing games isn't exactly a new concept, but GT3 might just take the concept to the next level. "Weather conditions in the game pose new challenges," says SCEA's Susan Nourai. "Whether it's a glaring sun [right], a dense fog in Seattle or rain, your sight and depth of visibility become impaired, and your physics in your car change and alter to weather conditions. Authentic to the core, this game is based on authenticity and realism."

# Twisted Metal: Black

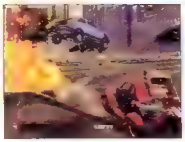
## More twisted than ever

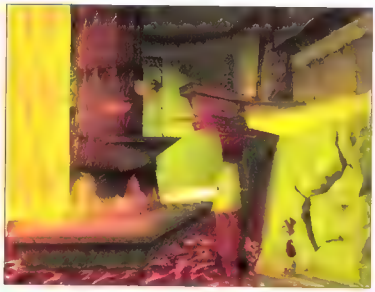
We all know [illegible] years on of Twisted Metal [illegible] excitement you [illegible] you. This Twisted Metal [illegible] made up of every single key [illegible] Not enough for you? How about [illegible]

**Sony CEA** Date [illegible] **Developed by Incognito Studios**

## Sweet Tooth the Decepticon?

Aside from the dark, macabre movies that helped inspire TMB, we have to think that some of the greatest toys ever, the Transformers, served some sort of influential role as well. Take Sweet Tooth, for instance. One moment you see his trademark ice-cream truck blowing the crap out of everything, and then he morphs seamlessly into the robotic formation above. More than meets the eye, for sure.



## Rayman 2: Revolution

This month [illegible] Ubi Soft

[illegible]

## Kengo: Master of Bushido

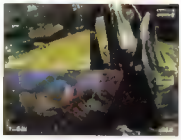
[illegible] fighting game yet. Kengo, due to be published in December [illegible] Crave, is being developed by Light Weight, creators of [illegible]

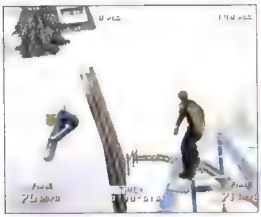
# Unreal Tournament

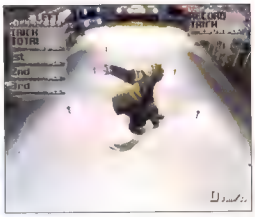
The Bots blast away on PS2

this month [illegible] courtesy of Infogrames

[illegible] Epic Games [illegible]

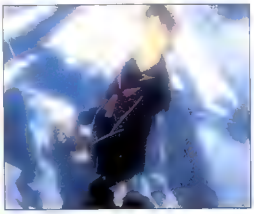


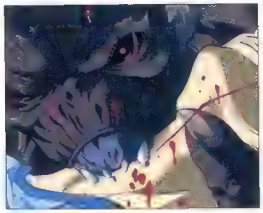




## Cool Boarders Code Alien

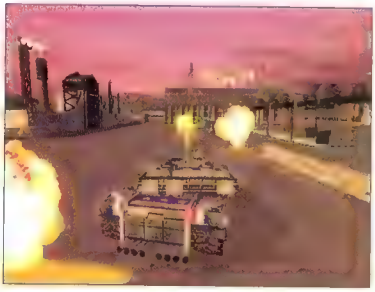
[illegible] PSX and PSDN Winter X Games. **Sony CEI** [illegible] **December** [illegible]





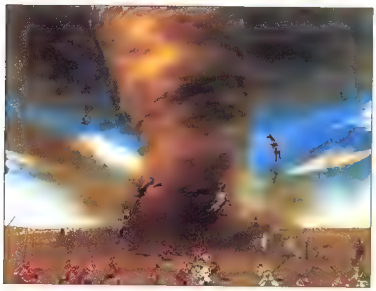
## Blood: The Last Vampire

[illegible] **Production IG** [illegible] **early next year**. [illegible]



## WDL: Thunder Tanks

The original Battle Tanx was too much for the PS one to handl[illegible] now with a new name and a new system, we hope to see great [illegible] **this month** from the first of **3DO**'s World Destruction League l[illegible] Post-apocalyptic battles awa[illegible] at sites of famous landmarks like th[illegible] newly ruined Leaning Tower of Pisa. There are 11 tank[illegible] from, two colorfu[illegible], say-anything announ[illegible] Weather even plays a part in this ramped-up graphic fre[illegible]



## Kessen II

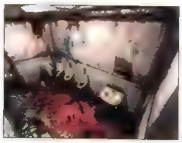
Fans of the recently released *Kessen* [illegible] sequel is already [illegible] **Koei** [illegible] you can perform. Similar in style to Summ[illegible] games, these spells (such as the tornado [illegible] massive destruction on the battlefield. Also, Kessen [illegible] people on the field versus the original's 100. Look for it **next year**

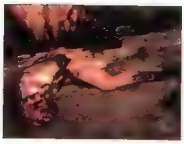
# Silent Hill 2

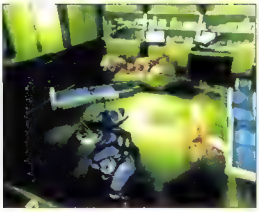
### Prepare for another dose of foggy horror

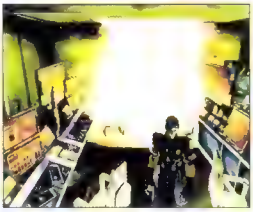
**Konami**'s original Silent Hill, for the PS one put a new spin on the survival horro[illegible]

[illegible] **fall 2001**





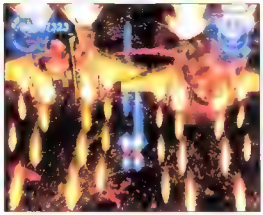


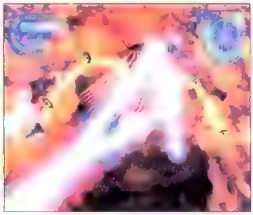


## Carrier Morphed

Jaleco

winter





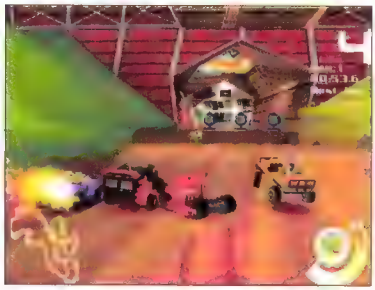
## Silpheed

Treasure

Working

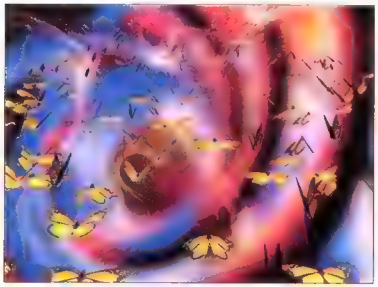
Designs

this month



## RC Revenge Pro

[illegible] **November Acclaim** [illegible] different tracks [illegible] and cars to [illegible] against [illegible] one of the biggest complaints of previous versions [illegible] RC Revenge Pro's solid 60 frames per second [illegible]



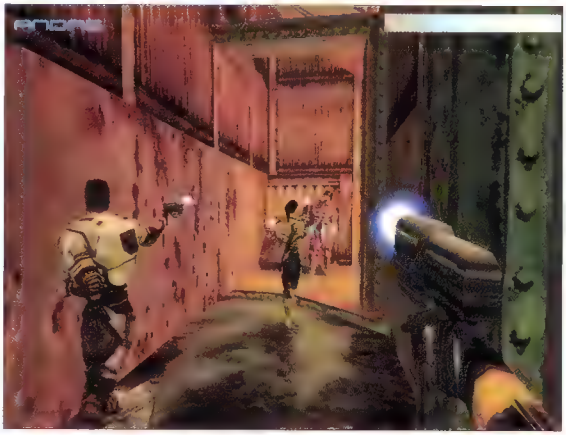
## ModernGroove

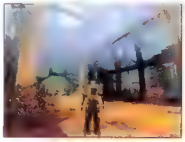
[illegible] **ModernGroove** [illegible] EA [illegible] games packed with [illegible] playing [illegible] synch with the music [illegible] The game [illegible] on the PS2 [illegible] MP3 [illegible]

# Eden

## Nope. No garden here

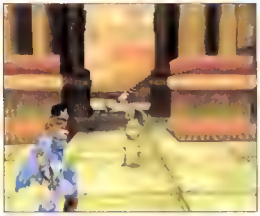
[illegible] thousands of feet [illegible] and derang[illegible] theme [illegible] **Eidos** [illegible] squad members [illegible] Your group consists [illegible] progress. [illegible]

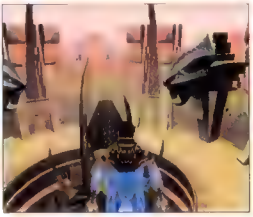




### Spooky Settings

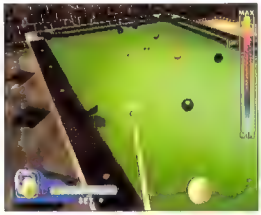
Eden's action—described as a cross between Quake, Resident Evil and Commandos by developer Core Design—occurs miles below civilization, which has moved upward. If you've never thought the shopping malls, sports centers, power plants and theme parks we take for granted today could serve as "spooky environments," this spring 2001 release just might prove you wrong.

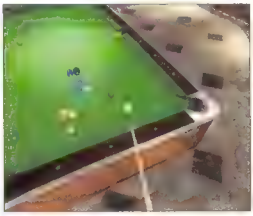




## Legacy of Kain: Soul Reaver 2

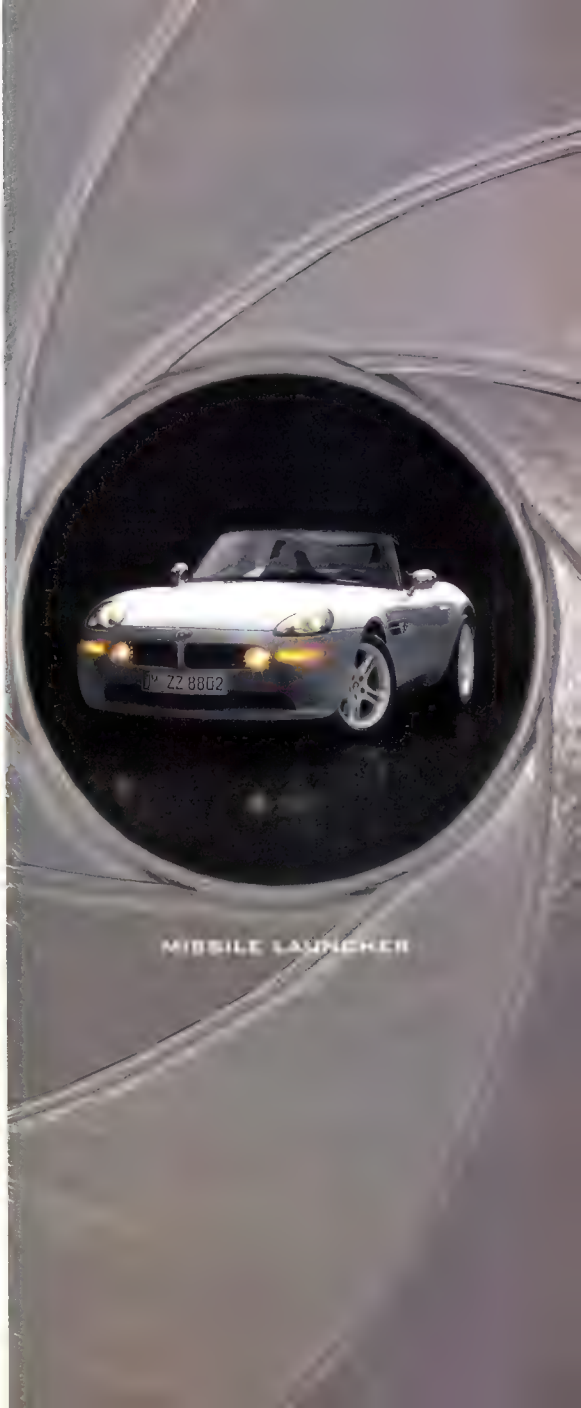
Eidos Crystal Dynamics spring

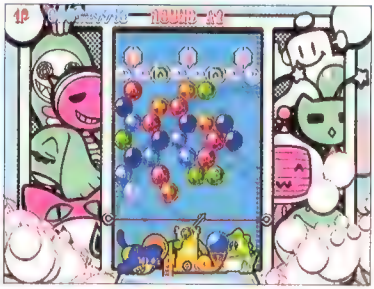




## Real Pool

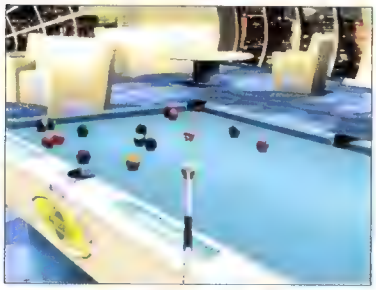
This month Infogrames

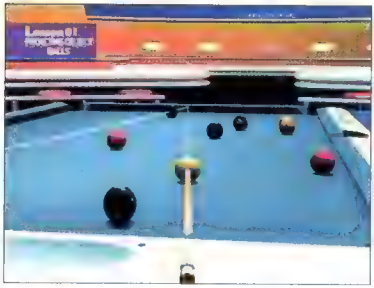




## Super Bust-A-Move

It won't exactly wow you with the awe-inspiring graphics capable on the PS2, but **Acclaim's November** puzzle game should please fans of the popular Bust-A-Move series. While the core, color-matching gameplay remains, this **Taito** developed title includes several new factors, like conveyor belt walls that change your shot's trajectory, tiny bubbles that fit where larger ones can't, and captives within the bubbles who must be rescued—even a few more lovable characters!





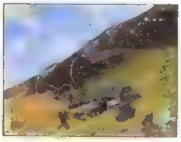
## Q-Ball: Billiards Master

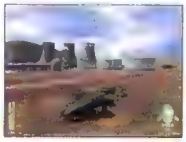
Formerly known as Cool Pool, **Take 2's** billiards title, due in **late November**, boasts realistic ball physics including friction, speed, collision and roll, as you work your way through the ranks against some of the toughest pool sharks in the world. Rack 'em up for different variations of nine-ball, eight-ball and other types of billiards, including bonus games like Bowlliards, Carrot and Random Six. You can even use the analog buttons on your Dual Shock 2 to control a shot's force.

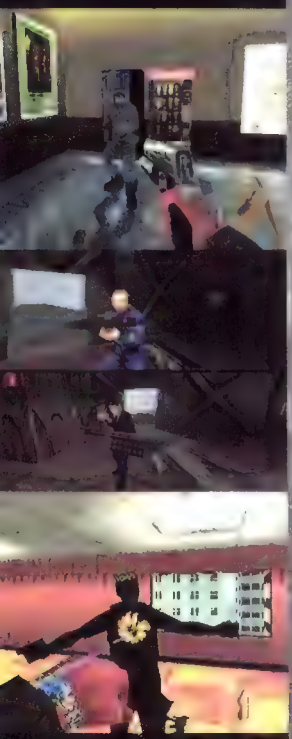
# Dropship

## This is your PS2 showing off again

Some of you may remember our glowing remarks of **Sony's** Dropship in ta [illegible] month we've got even more shots to demonstrate the game's amazing visuals. Dropship [illegible] the PS2's ability to generate insane amounts of terrain, and allows you to nav gate thr [illegible] the shots, and look for plenty more updates on Dropship before its **summer** release.







ALL THE GADGETS
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From the new Shoot Out and Practice Modes, to the expansion teams and up to the minute rosters, we've updated


## Mobile Suit Gundam

**Bandai**'s first PS2 release, due out **early next year** all fans of the *Gundam* anime saga, as seen regularly on Players are responsible for providing

## Surfing H3O

Not only **this month**

and **Rockstar** ase known as Surfi proving the gr

# Sky Odyssey

## Activision wings it

As one of the more unique PS2 title ise **this holiday season** Sky O

f **Activision** the gat


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## Top Gear Dare Devil

**Kemco** takes its popular Nintendo franchise to the PS2 with the release of Top Gear Dare Devil. Designers **Papaya Studios** featuring former Square employees traveled to Rome, London, Tokyo and San Francisco to take snapshots and video for the game's 27 real-world levels. Though there are some handling issues at this point, so far the game looks incredible, we can't wait to check out the eight-player (you read right: *eight*) competition with TGDD's release in **November**.


## ESPN Winter X Games: Snowboarding

With an amazing snowboarding title like SSX out, you might wonder why you'd even think about **Konami**'s entry to the genre. "These are two completely different games," says Konami's Craig Howe. "This isn't really a racing game, we focused on bringing you the authenticity of the sport." Find out just how realistic it is **this month**.

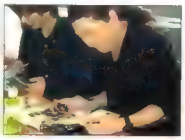
# The Bouncer

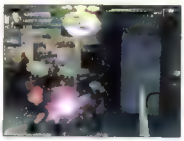
## It's not just a movie anymore

[illegible] ed to **Squaresoft** (Japanese [illegible] one of [illegible] ire times when characters branch off and play through situations on their [illegible] haracter's quest might play out in a comical light. Wi[illegible] more elements of [illegible]

In terms of manipulating the game characters and their skills, Director Taka[illegible] Bouncer will be closer to Tobal than any other game titles, especially in regard to [illegible] n the upper, middle and lower segmentation of attacks. The PS2 controller has th[illegible] ght tap on the button would result in a norm[illegible]

[illegible] January [illegible]



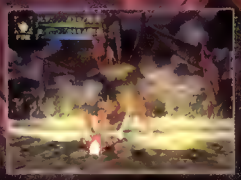


### Equal Impact

**Character designer Tetsuya Nomura discusses his new creations: "As I've looked at other fighting games, the hero characters appear quite intelligent, but the non-hero characters aren't as carefully designed—I couldn't find any non-hero characters that I'd want to emulate. Therefore, what I tried to do with this project is that regardless of the hero/non-hero distinction, each character appearing in the game should have an impact on the player."**

YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



# DRAGON VALOR

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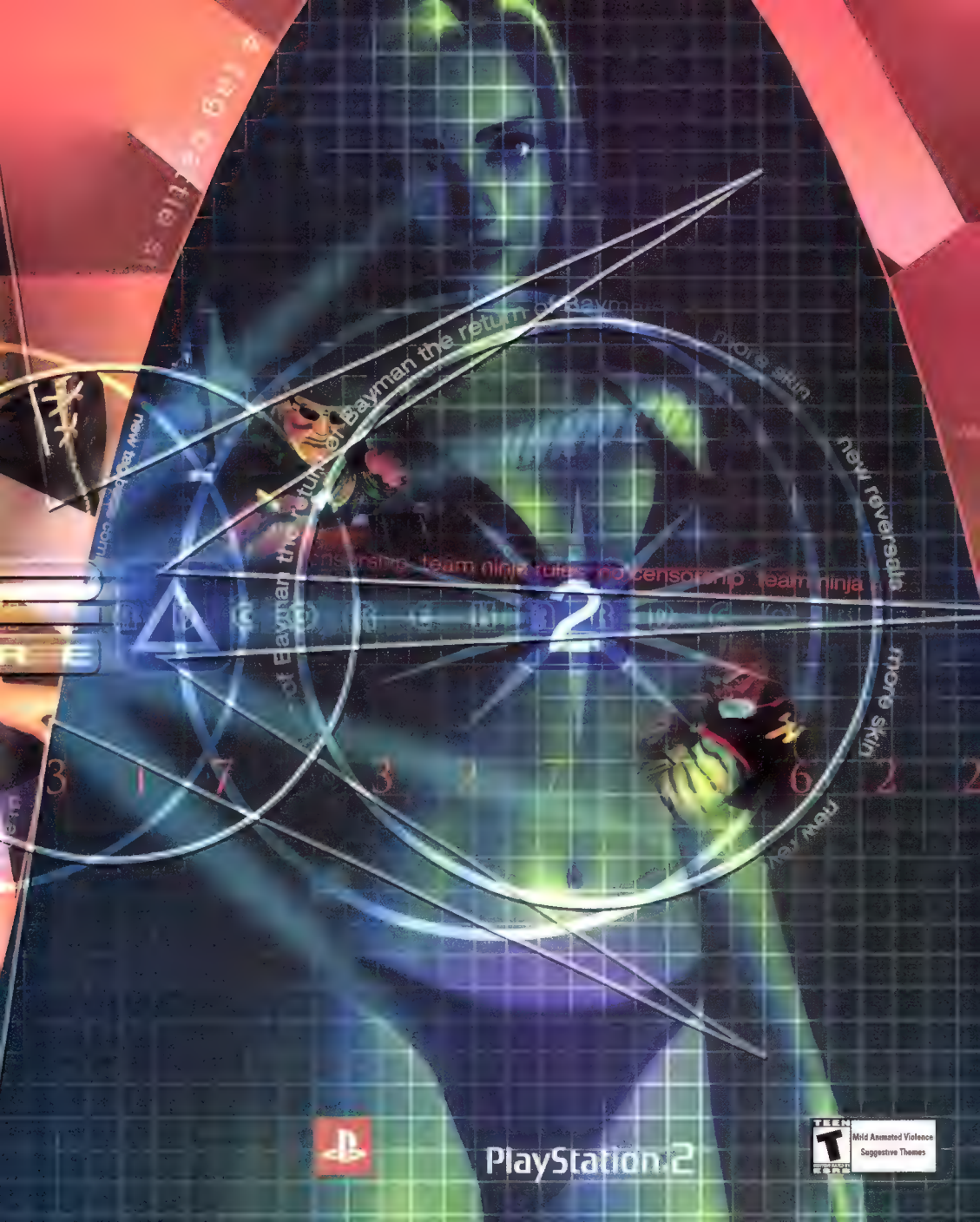
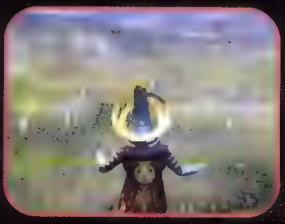

PlayStation 2
TEEN
Mild Animated Violence
Suggestive Themes



Only one game has this kind of effect on people. Introducing Kessen, the military conquest experience so epic it could only happen on Playstation 2. Immerse yourself in the world of 17th century Japanese warfare, where you command huge armies through sweeping landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

WWW.KESSEN.EA.COM



You can always tell who's been playing Kessen.

## Previewed Inside

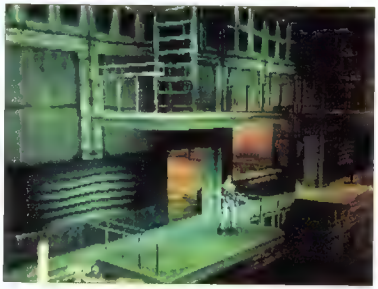


# C-12

## A 3D Contra for the PS one

[illegible] says the [illegible] Jedi. Even [illegible] there are still plenty of high-profile games in development original Sony platform next year, and one of the most prom that we've recently encountered is C-12 from **Sony Cambridge Studios** (best known for developing the Med Evil [illegible] has a look [illegible]

early next year



### In-Game Action

Unlike many PlayStation games released today, C-12 will deliver all of its story sequences by use of the in-game engine. "We really wanted to make a fully interactive action game and keep the action rolling constantly," says Andrew Kennedy. "Running all narrative devices through the game engine allows us absolute consistency of presentation throughout the game. We don't want the [average player] to think, 'So that's what the hero should really look like,' or, 'Heck, these guys have just made a terrible movie!'" With the powerful graphical engine behind C-12, this seems like a logical move. Kennedy also states that the game's visuals came about by "building on the MediEvil technologies and utilizing new texturing techniques."

## Coming Soon

### November

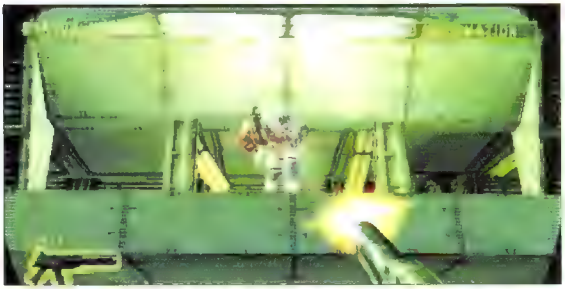
| | | |
|---|---|---|
| 007 Racing | EA Games | Shooter |
| Arthur: Ready to Race | Mattel | Racing |
| Batman: Beyond: Return of the Joker | Ubi Soft | Action |
| Breath of Fire IV | Capcom | RPG |
| Bugs Bunny & Taz: Time Busters | Infogrames | Action |
| Casper: Friends Around the World | Sound Source | Edutain |
| Championship Motocross 2001 | THQ | Racing |
| Championship Surfer | Mattel | X Sports |
| Chicken Run | Eidos | Adventure |
| Crash Bash | Sony CEA | Action |
| Disney's The Emperor's New Groove | Sony CEA | Action |
| Disney's The Lion King: Simba's Mighty | Activision | Action |
| Driver 2 | Infogrames | Action |
| The Dukes of Hazzard 2 | Southpeak | Racing |
| Evil Dead: Hail to the King | THQ | Adventure |
| Final Fantasy IX | Square EA | RPG |
| Goofy's Fun House | Mattel | Action |
| Hot Wheels Extreme: XTR Racing | Mattel | Racing |
| In Cold Blood | Midway | Adventure |
| Looney Tunes Racing | Infogrames | Racing |
| Lunar 2: Eternal Blue | Working Designs | RPG |
| Mega Man X5 | Capcom | Action |
| Moto Racer World Tour | Infogrames | Racing |
| The Mummy | Konami | Adventure |
| NASCAR Racers | Hasbro | Racing |
| NCAA Final Four 2001 | Sony CEA | Sports |
| NCAA March Madness 2001 | EA Sports | Sports |
| Persona 2 | Atlus | RPG |
| Power Spike Pro Beach Volleyball | Infogrames | Sports |
| Rainbow Six: Rogue Spear | Ubi Soft | Adventure |
| Ready 2 Rumble: Round 2 | Midway | Sports |
| Rock 'Em Sock 'Em Robots Arena | Mattel | Fighting |
| Ruggrats in Paris | THQ | Action |
| Star Wars: Demolition | LucasArts | Action |
| Tomb Raider: Chronicles | Eidos | Adventure |
| Woody Woodpecker Racing | Konami | Racing |
| WWF SmackDown! 2: Know Your Role | THQ | Wrestling |

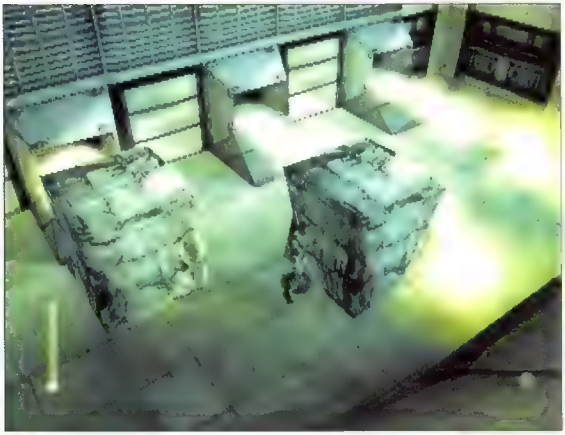
### December

| | | |
|---|---|---|
| Blade Arts | Enix | Adventure |
| Dexter | Midway | Action |
| Disney's The Jungle Book: Rhythm N Groove | Ubi Soft | Dancing |
| Gold and Glory: The Road to El Dorado | Ubi Soft | Adventure |
| Martian Gothic | Take-2 Interactive | Adventure |
| Sabrina, The Teenage Witch | Berkeley | Action |
| Supercross 2001 | EA Sports | Racing |

### Future Releases

| | | |
|---|---|---|
| Alone in the Dark: The New Nightmare | Infogrames | Adventure |
| Dance Dance Revolution | Konami | Dancing |
| Disney's Aladdin in Nasira's Revenge | Sony CEA | Action |
| Fear Effect: Retro Helix | Eidos | Adventure |
| Gotham Racer | Ubi Soft | Racing |
| NickToons Racing | Hasbro | Racing |
| Planet of the Apes | Fox Interactive | Adventure |
| Scooby Doo! | THQ | Action |
| The Simpsons Wrestling | Fox Interactive | Wrestling |
| V.I.P. | Ubi Soft | Adventure |
| World's Scariest Police Chases | Fox Interactive | Racing |





## RC de GO

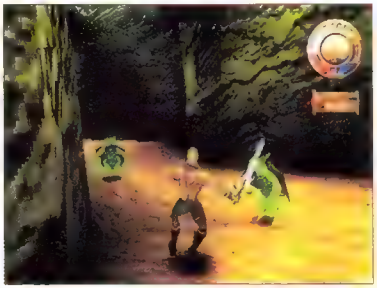
Acclaim and developer Taito

now


## Warriors of Might and Magic

3DO

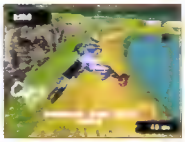
this month



## Freestyle Motocross: McGrath vs. Pastrana

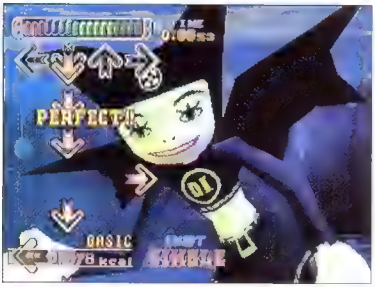
Acclaim

this month



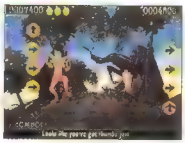
## Dance Dance Revolution

[illegible] Konami [illegible] January [illegible]




## Disney's The Jungle Book Rhythm n'Groove

[illegible] December for Ubi Soft [illegible]

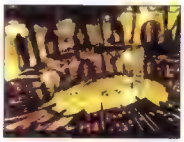



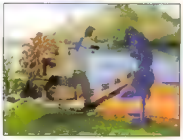
# Fear Effect: Retro Helix

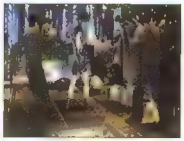
### Girls in compromising situations

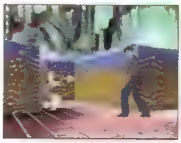
[illegible] four discs. Eidos Fear Eff[illegible] spring. The game features an astou[illegible]

Kronos [illegible]







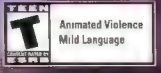


# GUNGRIFFON BLAZE™

IN A POST-APOCALYPTIC FUTURE
LAW ENFORCEMENT HAS A BOLD NEW LOOK

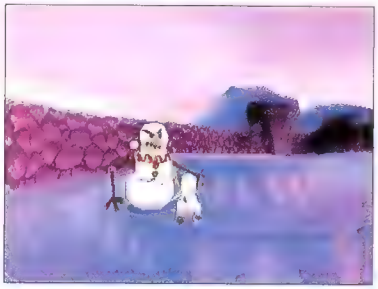
"*Easily* one of the best PS2 launch titles."
– Gamers' Republic

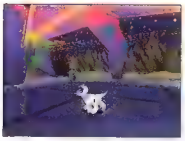
PlayStation.2

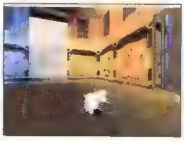



## Disney's 102 Dalmations: Puppies to the Rescue

If you've been under the suspicion lately that **Eidos** has gone to the dogs, your proof arrives **this month**. Based on the upcoming sequel to the live-action version of *101 Dalmations*, this **Crystal Dynamics** developed 3D platformer features Domino and Oddball (the spotless 102nd dalmat on) in their latest struggle against Cruella DeVil. Each pup can attack with a mighty bark or a powerful roll maneuver.

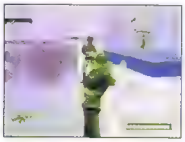






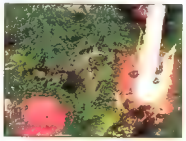
## Army Men: Sarge's Heroes 2

It's hard to keep a good soldier down, especially if he's made of plastic. **3DO**'s signature franchise returns to the PS one yet again, this time with an even wider and more diverse cast of characters. Players will be able to take on the personae of more characters than [illegible] the green-haired vixen Vikki in certain missions, for example. And the game also includes more real-life settings [illegible] **this month**.



## TechnoMage

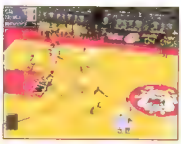
If you're hunting for a fantasy action/adventure, **Sunflower**'s TechnoMage will proudly fit the bill. As of now, only a European release is planned, but if it does come states-side, you'll get the chance to play as Melvin, the TechnoMage himself, on a journey through his homeworld of Gothos. Evil forces pop up like toasted bread over eight different strange, surreal worlds. There are eight accompanying bosses whose design and behavior corresponds to the wildly visual fantasy areas you find them in.

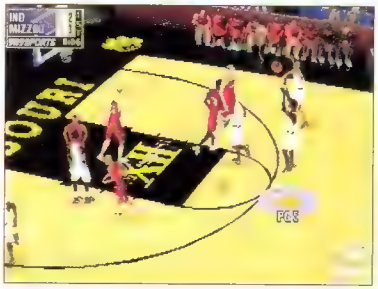



# NCAA Final Four 2001

### Where the sixth man makes all the difference

College hoops [illegible] UConn bring a [illegible] watching, and cro[illegible] lous freshmen stay put. **989 Sports** [illegible] Division 1 teams (ranging from [illegible] hear t[illegible] act[illegible] mo[illegible] [inc[illegible] ea[illegible] **this month**.




### The Mighty Quinn

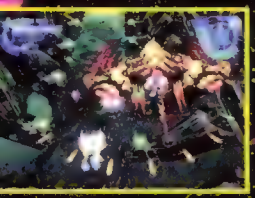
When it comes to announcers, 989 is feeding us the dorm cafeteria leftovers. While icon Dick Vitale chats up EA Sports' college basketball game, the master of disaster, Quinn Buckner, is featured in Final Four. We're not trying to be mean, but The Mighty Quinn is the pro equivalent of commentating jackass Bill Walton. Maybe if he had a decent sidekick to derail him every once in a grand while, he wouldn't be so difficult to listen to.

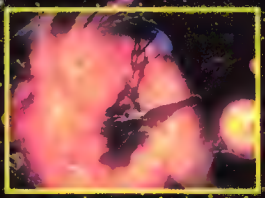
# SILPHEED

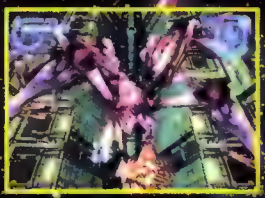
## THE LOST PLANET

Believe in Your Pilots
Hope for the Best
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."
– Gamers' Republic







PlayStation 2



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Our games go to 11!™

# THE MAKING OF AN ICON

**Crash Bandicoot was one of the early PlayStation success stories. Having sold millions of games over the past five years, he's been massaged to fit in a variety of different genres. Along the way he's been treated as a mascot, comic relief and spokesperson for the PlayStation without ever becoming the sole reason people buy the system in the way that Sonic or Mario have. Crash Bash could very well be the last Crash game we'll see on the PS one. Shame, huh? It's also the first game that hasn't been directly controlled by original developer Naughty Dog, and it's quite possibly the first step in a completely different style and philosophy for the series.**

We've reviewed the game on page 166, so take a peek there if you like, and then come back here in a sec to read the rest of this feature. Go on, off you go. We'll wait... Back yet? No?

What's most interesting about Crash Bash, aside from the fact that it offers a major gameplay departure for the series, is that it's the center of some unusual political changes. The franchise is now controlled by Universal, who has always had a hand in his production, but who had previously defaulted to Sony and Naughty Dog for direction. This is all different now. Pop into a Universal Studios theme park and you'll see a guy in a Crash suit waving at the crowds. Crash is on the end of a new leash now. We spoke with Jason Rubin at Naughty Dog about the parent swap of his baby. "Crash has had many parents," he begins. "Both by birth and adoption Sony Computer Entertainment certainly cared well for Crash during the five games that it published. We think we did a good job from birth to four titles. Let's just say I don't think the outcome of this custody battle is necessarily what is best for the child. To be honest, Crash is very much like a child leaving for college. We are sorry to see him go, and we wish him well in whatever he does. But, then again, with the kid finally out of our hair, we have our freedom back!" Freedom to do what, though? It's no secret that Naughty Dog is working on an entirely new franchise series for Sony, but no matter how hard we pushed, Rubin wouldn't tell us. What he would say was that "developing for the PlayStation 2 is certainly a bigger challenge than other systems have been before. But the rewards are that much greater. Every week we learn something new, and the learning experience will continue for the next generation. Some have said that the difficulty of developing for the system will be a detriment. I don't believe that to be true. The best teams make the best games on whatever system has the best chance of delivering the installed base. Right now, the PlayStation 2 seems to have the best chance to deliver that audience. That is why we are working exclusively on it."

cont. on page 144

Story by John Davison • Illustration by Geoff McFetridge

# THE MANY GAMES OF CRASH BASH

The Adventure game mode in Crash Bash is divided into a series of "hubs" from which you access each of the minigames. Just so you know what to expect, we worked our way through the game to check out each and every one of them, including the "secret" levels you get access to once you've beaten the final boss.

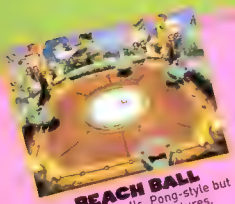
**SKY BALLS**
Four-player Pong while floating in the air.

**MELT PANIC**
Barge each other off the iceberg as the edges melt away.

**EL POGO LOCO**
Pogo sticks. Squares. Colors. You get the idea.

**SNOW BASH**
Throw boxes and TNT at each other in the snow.

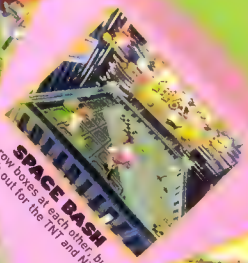
**METAL FOX**
Tank Battle/Bomberman-style game with a maze that morphs.



**BEACH BALL**
Bounce the balls, Pong-style but now with added features.

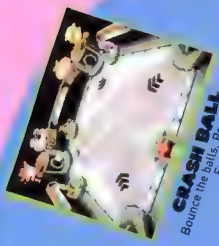
**TILT PANIC**
Barge your opponents off the iceberg while balancing as it tilts.

**POGO-A-GOGO**
Pogo on the squares and paint boxes dix-style.

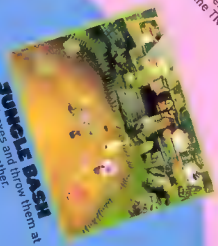


**SPACE BASH**
Throw boxes at each other, but watch out for the TNT and Nitro.

**POLAR PANIC**
Barge your opponents off the iceberg with your polar bear.



**CRASH BALL**
Bounce the balls, Pong-style. Easy.



**JUNGLE BASH**
Pick up boxes and throw them at each other.

**DESERT FOX**
Imagine a slow hybrid of Tank Battle and Bomberman.

**PAPU PUMMEL**
Pick up boxes and throw them at the boss.

**POGO PAINTER**
Pogo on the squares and hit the crates to get the points.

**BEARMINATOR**
The boss for the second hub has some pretty big guns.


MALLET MASH
Just like you'd expect. Mash things with mallets.
DRAGON DROP
A little dig at Spyro? Battle on the backs of dragons.
KEG KABOOM
Pick up the kegs and leave gunpowder trails to blow stuff up.
SPLASH DASH
Race around without getting pushed off.
DANTE'S DASH
Another very short racing game. With weapons.
JUNGLE FOX
Blast each other while trundling around a jungle locale.
OXIDE RIDE
3D chase-and-dodge boss battle. The final boss of the game.
RING DING
Jump to pop the balloons of your own color.
TOXIC DASH
Super Sprint racing action with icky green slime monsters.
SWAMP FOX
Shoot each other from swamp mobilies. Tank Battle-style.
DRAIN DAMAGE
Boxes. Opponents. Throwing things at each other.
POGO PADLOCK
More complex pogo/painting. Don't jump on your own color.
MANIC PANIC
Barge each other off. oh, you get the idea.
BIG BAD FOX
Blast at the boss with your tanks and drop mines in front of him.
DOT DASH
It's like Super Sprint on a tiny circuit.
M. BALLISM
Another four-player Pong thing, but with magnets and forcefields.


KONAMI
HE CAN SPEW SWARMS OF
FROM YOUR BONES. YOU, HOWEVER,
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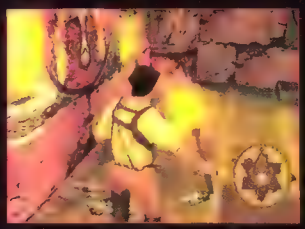
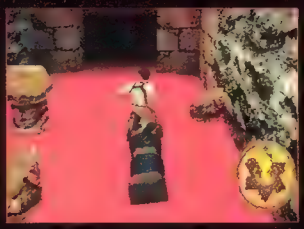
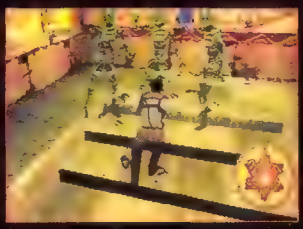
T
Animated Violence
Animated Blood
Dreamcast
GAME BOY COLOR
PlayStation
CD
UNIVERSAL





"I don't want to talk about our next character yet," he explains, almost apologetically, "but I can answer your questions about working on a new franchise in general terms. The PlayStation was restricted by many factors. We had a limited number of polygons, and we had limited resolution (100,000 polygons/second at a resolution of 512 x 240 pixels). We also had very limited processor power to deal with, and a limited palette. The PlayStation 2, on the other hand, has a high enough resolution to polygon count ratio (10,000,000 polygons/second at a resolution of 640 x 480 pixels) that we don't feel restricted by the hardware. The PlayStation 2 has three times the resolution, but 100 times the polygon power. We also have ample processor muscle and a full-color palette. It is possible, therefore, to follow our creative urges without worrying about whether or not the hardware can handle it. We are now pure designers and not restricted by the technology of the day." And with that, our conversation about the new Naughty Dog game was pretty much over. Still, after the turbulent developer feelings toward the system in recent months, it's great to see that teams are shaking off the shackles of technology in order to simply realize a vision.

**"WE ARE NOW PURE DESIGNERS AND NOT RESTRICTED BY THE TECHNOLOGY OF THE DAY." JASON RUBIN**

Back to the immediate future, though—you may have read recently that the new Universal deal means that Crash and stablemate Spyro will no longer be PlayStation-exclusive characters. Universal has signed a deal with partner Konami to produce future games for PlayStation 2 as well as for Xbox, and possibly GameCube or Dreamcast. Is this the end of an era? It may well be, but there can be no denying that Crash's history exemplifies that a true pop-culture icon can be designed and manipulated to the point that he is accepted in the mainstream very quickly. Crash will forever sit alongside Mario, Sonic and even Mickey Mouse and Pikachu as a major franchise character. Was he designed to be a mascot, though? Many people think he was manufactured in the same fashion as every other year's latest boy-band. Rubin explains how it all began: "Although we set out to create the 'mascot' for the PlayStation, we never really thought we had a

cont. on page 146

## CREEPY CRASH

This is what our hero looked like originally. Creepy, isn't he? He's basically the same design, but some of his more bizarre characteristics, like those un-so-attractive cross-eyes, have been straightened out. Crash is now considerably more "cool," and you'll notice that his mohawk and eyebrows have been overhauled a little, too. Still, he doesn't look as creepy as that Crash suit in the photo over here on the right, does he? Sheesh.

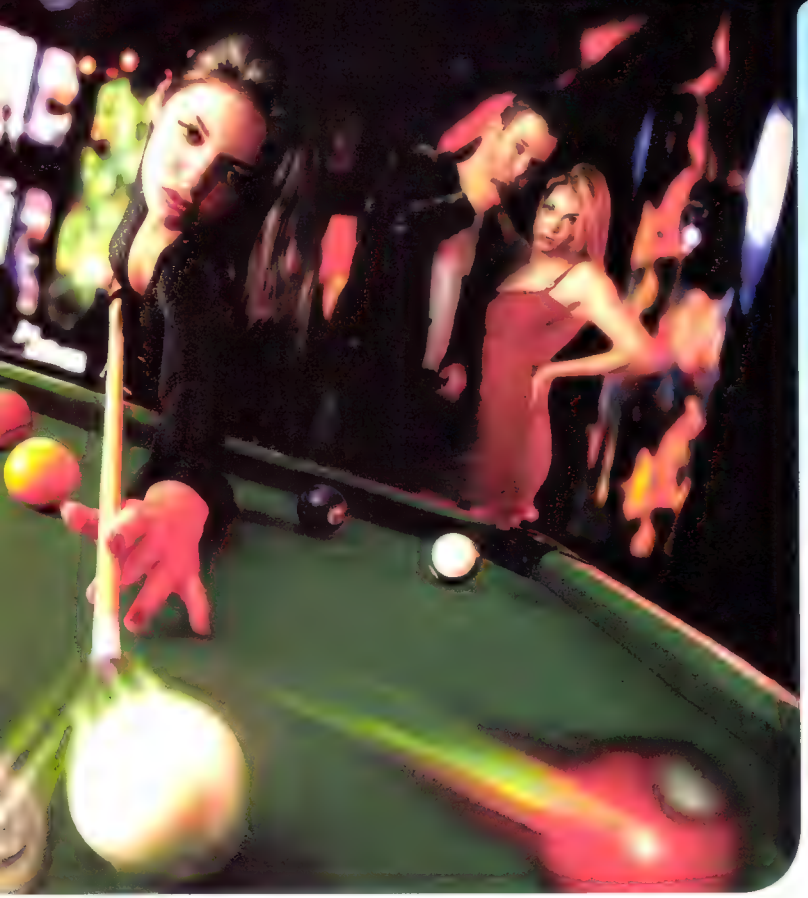
## CRASH OVERSEAS SUCCESS

The Crash series of games has sold millions of units in the United States and is accepted as one of the most successful franchises of all time. What's even more surprising, though, is the way that he has become an international franchise character. He is the only Western-created character in a Western-created game to sell more than a million copies in Japan. He's also topped the charts in just about every country he's been released in throughout Europe.

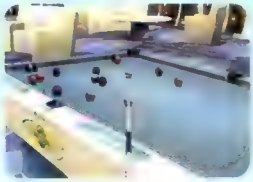
PlayStation.2

# Q-Ball

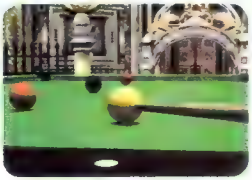
## BILLIARDS MASTER



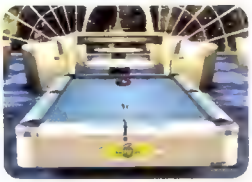
Play alone or with a friend



Master the techniques used by the pros!



The most beautiful pool halls in the world!



9 modes of play, plus 3 hidden pool games!




chance of achieving it. After all, when we started with Crash Bandicoot, we were a small team of eight people and one external producer, Mark Cerny. How were we to create such a thing? It wasn't until we reached Alpha [a stage of development where the game is basically pieced together and playable—Ed.] that we secured Sony as the publisher," he smiles. "From that point on, in their hands, things started rolling. Fortunately, we were able to keep up with the schedule—and maintain quality—throughout the four titles that Naughty Dog had created. Although Crash never became an official mascot, he certainly represented the system in many magazine articles and in the minds of a lot of gamers. We are very proud of that.

"Sony has officially stated that Crash is not the mascot of the PlayStation many times," Rubin continues. "The PlayStation is a gaming system for many types of gamers, and Sony didn't want Crash to represent what a gamer could expect to find in the library. If you were trying to alert a sports fanatic to the great sports titles available on the PlayStation, then having a fuzzy orange mascot doesn't exactly serve. Unlike Nintendo, Sony didn't want to restrict its target audience to children, so again, Crash didn't make sense as a mascot. I think that it was better for Naughty Dog—and better for Crash—that we didn't have mascot pressure."

The series has survived through many iterations and has become one of the biggest-selling franchises of all time in America. Why does he work? Most people don't even know what a bandicoot is. "I think that Crash's success can be attributed to two factors," Rubin explains. "First, the character is compelling. Although you may not have realized it, Crash was the first character to show emotion in each and every frame of animation. This emotion led to an attachment with Crash, which many gamers took from Crash game to Crash game through the entire series. Second, we did create some good games judging both by magazine reviews and by consumer feedback. If Crash 2 had failed to deliver both the Crash character and the Crash quality, then we would never have sold as many copies as we did, and certainly, most of the audience wouldn't have come back for Crash: WARPED."

Since WARPED was released, Crash has not really returned to his original and most successful gameplay formula. Last year, we saw the kart-racing fun of CTR (which scored a deserved five out of five in *OPM*) and now the "party fun" of Crash Bash. External producer on the project, Mark Cerny, who has been with the franchise since day one, explains: "It is a radical departure from traditional Crash gameplay," he begins. "We wanted to really capture and build upon the aspects of multiplayer gaming while still maintaining the flavor and visual fun of the Crash universe," he says, with a somewhat corporate tone. "To that end, the game is centered around seven broad categories of multiplayer action games, which range from jousting on the backs of polar bears to bouncing around on pogo sticks capturing territory." Ah, polar bears and pogo sticks. That's more like it.

"Players can choose to play in a multiplayer Battle mode or in a one- or two-player Adventure mode," he explains. "The Adventure mode takes the player or players through 22 arenas and four Boss arenas on their way to prove whether Good or Evil is stronger. The Battle mode is an all-out slugfest where players choose an arena and then match skills and smack-talk as they try

cont. on page 148

**"LET'S JUST SAY I DON'T THINK THE OUTCOME OF THIS CUSTODY BATTLE IS NECESSARILY WHAT IS BEST FOR THE CHILD."**

**JASON RUBIN**

## MISS ME OF MANKIND

A quick reminder of Crash as he's appeared each year. Nice flippers there.

## "THE ANIMATION HAS NEVER BEEN BIGGER!"

Since becoming the pop culture sensation that he is, Crash has appeared in all kinds of places hawking both his own wares and those of others. We tracked down some of his more stellar moments.

The Pizza Hut commercials. There were a few of these, and each tied in with the fact that Sony had hooked up with the pie-chain to give away free demo CDs. The "wacky" megaphone rantings of Crash became something of a pop-culture phenomenon.

This was so embarrassing it made us cringe. Donnie introduced him as "Crash Brandicoot" and then went on to wax lyrical about the quality of the game. Apparently, the "animation has never been bigger." Whatever that means. If that wasn't enough, they made Crash dance, too. Eugh.

The opening moments of an episode of *Felicity* exposed the ongoing battle between boy and girl, as the female of the species dismissed the playing of video games as being childish. Having the male need to explain the intricacies of the gameplay didn't really help matters.

PlayStation®2

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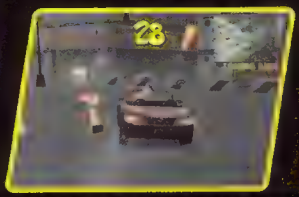

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to claim the trophy. In the Adventure mode, we have preserved the traditional Crash structure of Warp Rooms; advanced challenges that are rewarded with Gems, Crystals and Relics; and a secret Warp Room with six extra arenas in it. As a general rule, all of these games are four-player games, so computer AI characters fill in if there aren't four human players." (See diagram on page 140 to see all the games.)

As a simple, bright and colorful party game, it could be argued that Crash is becoming more and more of a kid's franchise character than ever before. While this isn't necessarily a bad thing, in the past he's enjoyed a very broad appeal. Many are arguing that the PS one will become a "kid PlayStation." Has Crash Bash aimed lower this time? "Not at all," Cerny says defensively. "Crash as a series has been very broad in its age appeal, and in the particular case of Crash Bash we've managed to broaden the appeal a bit further, due to the multiplayer aspects. I'm sure that quite a lot of high school and college players who purchased Multitaps for sports games will love the Battle Mode gameplay. There are no age limits to head-to-head fun!" Hmm. No. As long as it is actually fun. Just because something is multiplayer doesn't automatically make it an enjoyable experience for everyone.

Now that Rubin and Naughty Dog have "sent the kid off to college," are they going to continue aiming at this kid-friendly kind of thing? Has five years with brightly colored characters made them crave more adult themes? "Naughty Dog has not done a violent game since we created Crash," Rubin explains. "In a previous life, Andy [Gavin] and I developed Way of the Warrior, which was quite violent. Looking back, I don't think that we were tackling any adult issues. Sure, there were buckets of blood, and a good deal of death and dismemberment, but we didn't really have a point. *Schindler's List* had a lot of violence as well, and that movie did have a point, and it did have lessons to teach. *Schindler's List* used violence for the general good; we were just kids trying to be gross," he laughs. "The point is, I don't think that violence in media is always bad, but I don't think it is always good either. Do I think games should tackle adult issues the way movies do? Sure, if the developer has something to say. Do games need to have adult themes for the industry to be lifted to a point where they are not dismissed? No, I don't think they do. They just have to be better and attract a larger number of people, whether they are violent or not. Thrill Kill would more likely have destroyed the industry than 'lifted' it. Furthermore, we need to stop marketing and selling violent games to kids. Everyone reacted in shock when Wal-Mart and Kmart instituted policies to card kids at the register if they were buying violent media. If the companies that claimed that the violent games they were selling were only marketed and sold to adults weren't lying, then there wouldn't have been any reason to panic. But the truth is, these companies have made a good deal of money by selling questionable product to kids who are not mature enough to parse what they're watching."

Hopefully, we'll be able to bring you news of the next Naughty Dog game over the next few months. In the meantime, Crash Bash should be in stores by the time you read this. Is this going to be the Bandicoot's final party? No. We understand that Konami's Crash efforts will be revealed at some point next year, and that a very talented team has been put in charge of development. The PS2 game will be different from the game seen on Xbox (currently dubbed Crash Bandicoot X), so who knows? Maybe Rubin and Cerny could be brought in on an advisory level on those games, too.

**"SCHINDLER'S LIST USED VIOLENCE FOR THE GENERAL GOOD; WE WERE JUST KIDS TRYING TO BE GROSS."**

**JASON RUBIN**

## TAWNA VS. COCO

So what happened to Crash's hot girlfriend after the first game? Where did she go? Was she too saucy? We never really found out why she was getting herself into so much trouble during the first game anyway, and before we had a chance to ask, she was gone. The buxom blonde was replaced by Crash's goodie-goodie sister Coco with her big cute eyes, conservative wardrobe and geeky demeanor. What happened? Inquiring minds want to know.

## CRASH DADDY

It's tinsel time again. The local malls are draped in holiday gunk, horrid jingles are everywhere, pigs have nightmares about honey glaze, and another Crash title is heading to stores! But Naughty Dog is not the developer. First we find out Santa is fake and now this! Though none of the Dogs have spent much time with Crash Bash, it looks like co-developers Eurocom and Cerny Games have done an admirable job. Your parents stuffed stockings in lieu of Saint Nick. Could it be that Crash can survive without Naughty Dog?

Now and then I am called "The Father of Crash Bandicoot," but this is not fair. Crash was created by a handful of Naughty Dogs and two Hollywood character designers, Charles Zembillas and Joe Pearson. Crash's growth and evolution have been driven by everyone who has worked on the products, including not only the Naughty Dogs, but also Mark Cerny, who has been working with us on the Crash products since the very beginning, and our producers from Sony, who have given us endless ideas and support, even stepping in to design a level from time to time. And of course, Sony's marketing and PR worldwide, the real secret behind Crash's success, if there is one. We had no idea that Crash would be huge. Naughty Dog set out to create the Mario of the PlayStation, and though that never officially happened, we succeeded well beyond our expectation. The series has sold over 20 million units worldwide, and last I checked, three of the top five-selling titles in the U.S. were Crash games. Crash Bandicoot:

## WARPED IS THE FOREIGN CREATED AND DEVELOPED TITLE TO SELL OVER 1 MILLION UNITS IN JAPAN IN THE HISTORY OF VIDEO GAMES. IT HAS BEEN QUITE A RIDE! CRASH BASH WAS THE RIGHT THING FOR CRASH TO DO. IF I WERE CRASH'S AGENT, I WOULD HAVE SAID, "BUDDY, THIS THING WAS MADE FOR YOU."

WARPED is the only foreign created and developed title to sell over 1 million units in Japan in the history of video games. It has been quite a ride! Crash Bash was the right thing for Crash to do. If I were Crash's agent, I would have said, "Buddy, this thing was made for you." Crash 3 was a stitch from being an action/puzzle game called Crash Bandicoot: Cortex's Mad Factory (no relation to Crash Bash). But we had a few more platform elements to explore. After Crash 3, we knew we wanted to do something multiplayer, but we were addicted to those darn kart games. Crash Team Racing fed the addiction. And then the PlayStation 2 came along, and Naughty Dog said a fond good-bye to Crash Bandicoot. We wanted to do something that would push the new hardware, and Crash was...well Crash was just soooo PS one.

But the PlayStation still has life in it. Gamers wanted another Crash game, Sony wanted another Crash game, Mark Cerny wanted another Crash game, and Naughty Dog donated its entire art library toward another Crash game. Eurocom stepped up to the plate, Crash Bash was created, and from the looks of it, we all have a home run on the PlayStation for the holiday season.

So *now* what? Who knows? We now find out about Crash the same way gamers do: through press releases. And from what we have been reading, future Crash titles are going to be produced by Universal Interactive Studios, creators of Xena and Running Wild, and they will be coming to the Xbox and PS2 without Naughty Dog, without Mark Cerny, and without Sony. Could this be the beginning of Crash's "Fat Elvis" period? Only time will tell.

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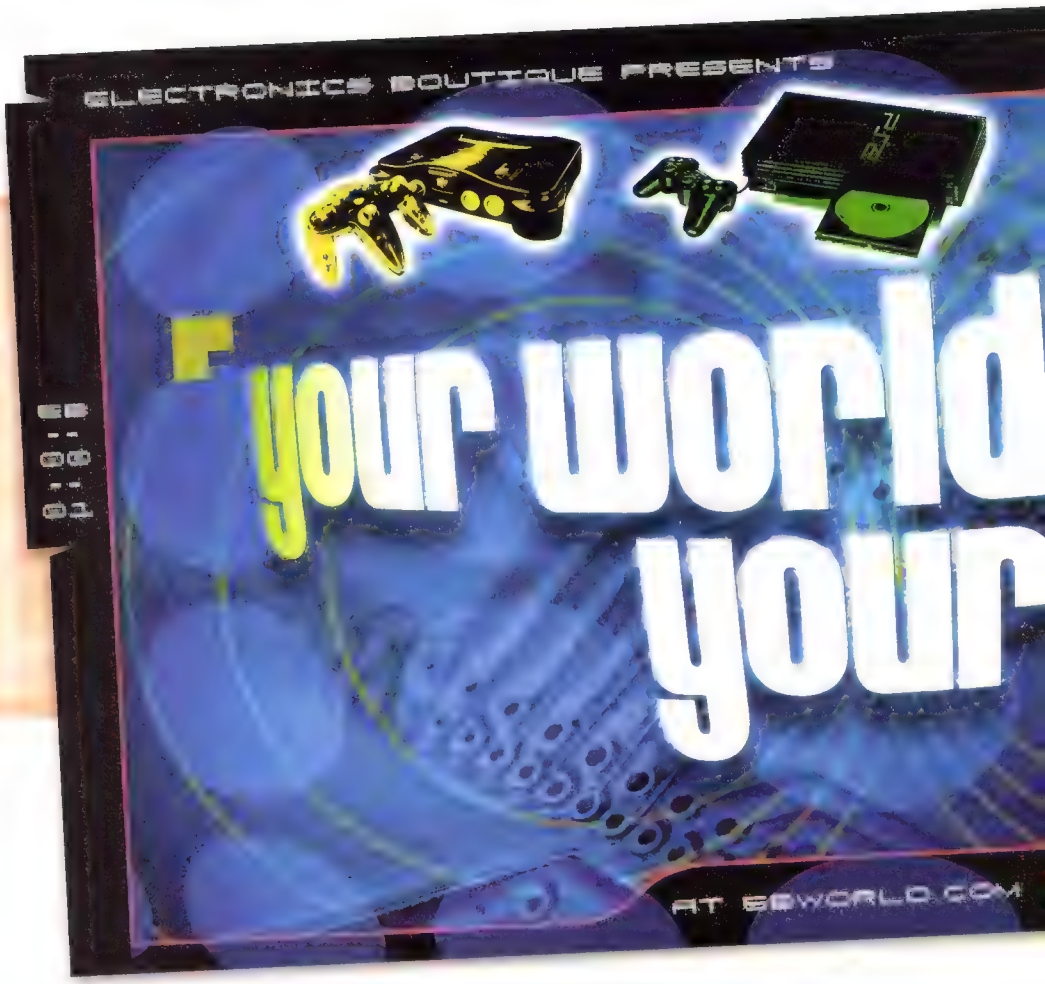
*9.5/10 CONSOLE ZONE*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## GAMES REVIEWED

*PlayStation 2 games are in blue; PS one games are in red.*



### THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

# I think we're talking about integrity here

[illegible] compelled to really get down to the nitty-gritty and discuss some of the inner workings of the games industry with you all. Often it's just boring crap that we have to deal with, and ultimately it doesn't affect you, as I'm sure all you re interested in is getting your hands on the latest games. I hope that you feel you can rely on us to tell you what's good and what's bad. That's what we do. It's our job. At the end of the day, I'd like you to see this magazine as a trusted friend – a trusted friend who's lucky enough to be able to check out the latest games before anyone else. Since we get to see the stuff first, we can tell you which games are worth buying, and which ones are worth pointing at and laughing.

Recently though, we've been drawn into a number of situations where we've really had to fight the good fight on your behalf. I just want to share this with you in a broad sense to help illustrate the actions of some organisations who don't necessarily have your best interests at heart. I won't name names here, but these are people [illegible] lesser be you guys dismissively as "consumers" and who think that you'll like whatever they tell you to [illegible] now means that we get to see one hell of a lot of games each year. There have been literally hundreds in the last 12 months, and things will no doubt continue as we move [illegible] to come. Among this huge annual tidal wave of product there are some sparkling gems, some truly spectacular examples of mediocrity and some whose discs isn't even fit to be used for a game of Frisbee. Hopefully you feel that [illegible] tell you honestly what we feel about each game we see. Sometimes you'll disagree. Sometimes we disagree with each other, too.

Unfortunately our policy of occasionally brutally honestly has got us into trouble lately. We know that when you see a game that sucks, you're going to dismiss it and move onto something better. We also know that when we hammer something for ridiculous problems, you'll take our comments on board, but also wander down to your [illegible] store and check the game out for yourself, even if it's just to poke fun at it and laugh like drunks. At the end of the day, we want to save you money—and we're pretty [illegible] waste cash on a lemon either.

However, in a variety of efforts to limit us from w[illegible]ing you off the poop, a growing number of companies are choosing to get very high and mighty with us. I've been on the receiving end of some splendidly righteous rants from high-ranking muckety mucks at softcos who have [illegible] ened to withhold product from us, withhold [illegible] any kind from the magazine, and browbeat me on what they think the magazine's role is. I have been told, [illegible] face and through e-mail, that our job is not to tell our readers what to buy and what not to buy. They say that we accept their advertising dollars we have a duty to be gentle with their products. No. That's not the way it works. Just as we don't cut Sony any slack because our official license (and check out our Crash Bash review if you don't believe us), we don't cut anyone else any slack because of an advertisement. If we think a game sucks, by golly we'll say so. That doesn't mean that we have anything against the company concerned, we just have a problem with games that suck. If you can wander up to a bad guy in a game, empty the clip of your gun into his face at point blank range and nothing happens [illegible] because the graphics are so bad – that's another problem. If you just aren't having any fun with the game – that's a problem, too. Whether [illegible] about them. If a company refuses to send us a game for review because of some dumb-ass notion about our intentions, we'll go and buy it the day it comes out and review it anyway, and if our review is late, we'll apologize to those of you who couldn't advance. On the flip side, [illegible] see a game that deserves to have arias sung about it, we'll find someone to get the sing-along going and [illegible] until the Fat Lady is itching for her mention at the m[illegible]

Like you, we love great games. We don't care who makes them, we just wish they could all be great. Unfortunately games are like anything else. Some are great, and some are so awful you feel embarrassed [illegible] them. Hopefully you'll trust us [illegible] time. If not, well, don't say we didn't [illegible]

**John Davison**
**Editor in Chief**

## MEET THE CRITICS

### JOHN DAVISON

[illegible] (for [illegible] thing) getting backward [illegible] Mules in San Francisco and [illegible] doesn't know what time it is. He's changed his appearance yet again (going blond) and is earning "yoof" cingo. Tight

**FAVORITE GENRES:** Racing, Action
**CURRENT FAVORITES:** SSX, TimeSplitters, TimeSplitters, SSX
**CAN'T WAIT FOR:** GT3

### JOE RYBICKI

After being brought nearly to tears by Gary's [illegible] Joe forgave Gary for all his [illegible] gressions. Come to think of it, though, those tears may have been more a result of the immense section this month

**FAVORITE GENRES:** Adventure, RPG, Puzzle, Army Men
**CURRENT FAVORITES:** Midnight Club, Smuggler's Run, Spyro 3
**CAN'T WAIT FOR:** Dark Cloud

### GARY STEINMAN

Gary's obsession with FIFA's [illegible] began when he began wearing floppy hats and [illegible] the office. The effect, though, is more MC Hammer than ferocious Black Mage

**FAVORITE GENRES:** RPG, Adventure, Action
**CURRENT FAVORITES:** Final Fantasy IX, TimeSplitters, Spyro 3
**CAN'T WAIT FOR:** Final Fantasy X, FFXI, FFXII, FFX1, FFMCXII

### CHRIS BAKER

C-Bake celebrated his 24th at a Sony party, where he learned something handy. Chicks dig birthday boys. Now he tells [illegible] older every time he goes out. By the time you read this, he's probably an octogenarian

**FAVORITE GENRES:** Action, RPG, Adventure, Strategy, Sports
**CURRENT FAVORITES:** Muppet Race Mania, TimeSplitters, Kessen
**CAN'T WAIT FOR:** Star Wars, Star Fighter, Dance Dance Revolution

### TODD ZUNIGA

After the Red Sox missed the baseball playoffs and TD's Broncos started slow, Zuniga turned his attent on to Chris [illegible] play for the St. Louis Blues. Already, Todd's talking Cup. Sadly, no one's listening

**FAVORITE GENRES:** Sports, Extreme Sports
**CURRENT FAVORITES:** THPS2, FIFA PS2, Madden PS2
**CAN'T WAIT FOR:** Ape in the Dark, St. Louis Blues Stanley Cup

### SAM KENNEDY

After spending a week in Japan for the Tokyo Game Show, Sam has found himself with insane credit card stat[illegible] shopping spree in the m[illegible] of gaming). There go his pa[illegible] for getting a new car

**FAVORITE GENRES:** [illegible], Action, Fighting
**CURRENT FAVORITES:** [illegible] Hardcore, Gungriffon Bla[illegible]
**CAN'T WAIT FOR:** [illegible] MgS2, Medal of H[illegible]


Armored Core 2


Dead or Alive


Dead or Alive

## Armored Core 2

**Publisher** Agetec
**Developer** From Software
**Web Site** www.agetec.com

The Armored Core series has always kept a select, dedicated audience of gamers who are willing to accept its stiff control mechanics and can really get into the mech gameplay. Unfortunately, I'm not one of them. But like any PS2 game that comes into the office, when Armored Core 2 arrived for review I got really excited and thought to myself, "Wow, this is cool – it's Armored Core on the PS2." Then I played the game and thought to myself, "Wow, this isn't cool—it's Armored Core on the PS2!"

You see, although this game has received a major graphical polish thanks to the PS2, it's still **the same thing that we've seen before**. If you're one of those people who can get past the controls and other minor quirks the Armored Core games present, you'll love this one. If not, save your time and don't bother reading the rest of this review.

If there's one thing Armored Core 2 really has going for it, it's stellar graphics. **Most everything looks really shiny and high-res**, and the water and explosion effects are nice. The mechs themselves look very cool too. Heck, even the menus are spiffy. Along with the graphics, AC2 features a pretty solid soundtrack. And one of the best parts of the Armored Core series is always the ability to build and customize your mechs.

But again, where the game really falters is in the area of control. Everything feels very stiff and slow. And the fact that **there is no analog support** is crazy—it just feels wrong to have to control your mech with the digital pad. And having to look up and down with the shoulder buttons is painful. Yes, perhaps it may emulate the difficulty you'd face in controlling a real-life mech—if there were such things as real-life mechs—but it results in irritating gameplay. So I don't care for it. Another irritation is that you'll often get bombarded with attacks from enemies and have little chance of moving out of the way. To me, the whole thing just feels very unbalanced at times.

But like I said earlier on, if you are the type of person who can let that sort of stuff slide, Armored Core 2 could be a really good game to get into. I'll admit, once I got used to the controls, I did enjoy myself a bit.

**Final Score** ●●●
**Sam Kennedy**

**Players: 1-2**
**Memory Card: 64 KB**

## Dead or Alive 2: Hardcore

**Publisher** Tecmo
**Developer** Team Ninja
**Web Site** www.tecmoinc.com

Dead or Alive 2: Hardcore is yet another PS2 game that has been given a significant upgrade for the U.S. market, making this already incredible fighter that much more spectacular. New characters, new levels, new graphics, new gameplay additions—you name it. Tecmo has beefed this baby up. The result is **one of the best fighting games ever made**. And yes, even if you own the Dreamcast or import PS2 versions, you're going to have to buy this one, too. It's that good.

DOA2: Hardcore's **visuals are arguably the finest you've ever seen in a fighting game**. Many of the environments are simply jaw-dropping, filled with highly detailed backdrops and moving elements. I also must mention the multiplatform lighting that DOA2 offers. Knock your opponent off the roof of a building and you'll continue the fight down in the streets. It's the kind of thing you always wanted to see in a fighting game, and now you can. The characters are a sight to behold, their motions are very smooth. Overall, DOA2 is simply a marvel to look at. The only thing that would have truly put it over the top is if Team Ninja could have focused on the aliasing of floors and some of the backgrounds.

Gameplay-wise, DOA2: Hardcore is top-notch. Controlling your characters' moves is flawless, and **the game becomes seriously involving** after you look down combos and spend time studying the patterns of your opponents. One thing Team Ninja added for the Hardcore version is the ability for characters to perform tag moves with any of the other characters—a big plus.

Something that really stands out about Hardcore is that once you're in the game, there are no load times to wait for. Matches segue right into each other, leaving you without those painful, blank loading screens found in most fighters. I don't know how Team Ninja does it, but it's awesome.

And as a package, DOA2: Hardcore is excellent. There are tons of modes to play around with and things to unlock. Whether you'll like this over Tekken Tag Tournament is based on fight vs. preference. Personally, though, I'll be keeping DOA2 running in my PS2.

**Final Score** ●●●●◐
**Sam Kennedy**

**Players: 1-4**
**Memory Card: 88 KB**

# Tekken Tag Tournament

## It's Tekken, only moreso

**Publisher** Namco
**Developer** Namco
**Web Site** www.namco.com

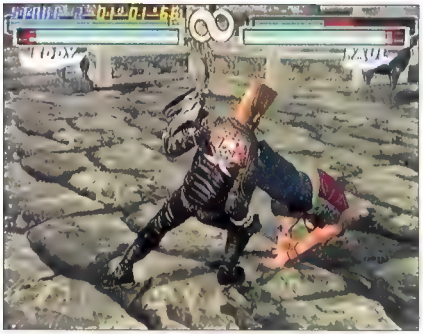
When the Japanese version of Tekken Tag Tournament came out much earlier this year, I got what I thought was an undeserved bad rap. Hardcore gamers bemoaned the fact that it didn't offer anything new or different and that its gameplay was too much like Tekken 3. OK. Maybe it hasn't advanced much, but let's face it: Tekken 3 was never a bad game, was it? It scored a whopping five out of five when we reviewed it ages ago and it's been a benchmark game ever since. I'm going to stick my neck out here and just be completely honest: I love Tekken Tag. It may not have the newly trendy 3D movement like DoA2 or Soul Calibur, but it's a good, solid fighting game and the graphics are absolutely gorgeous.

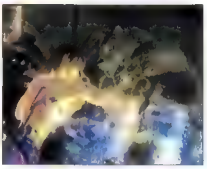
Something that will surprise many of you who keep an eye on such things is that the U.S. release of **TTT is actually somewhat different from the Japanese game**. While the gameplay mechanics, characters and everything else are identical, the graphics have been given an overhaul and the result is a complete elimination of those

### Tekken Bowl


Jack sees things differently from other players—on account of his cyborgitude.

**As with the previous games in the series, if you persevere and try to open everything up, you are rewarded with goodies like ending movies and bonus games. Tekken Bowl is a fully fledged bowling game that is played "Tag" style just like the rest of the TTT. Choose your team and jab the buttons to stop the moving power bars to affect your aim and throwing power. Feeling mean? Hurl your ball into the crowd instead and watch them fall.**





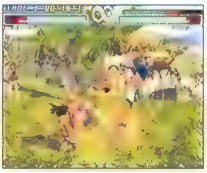
[illegible] red and exaggerated jaggies that lots of people had their knickers in a twist about a few [illegible] honest, but hey, who am I to complain? **The graphics do look silky-smooth and lovely** and that may be a good thing [illegible] Tekken history, but [illegible] faster than [illegible] one of the best fighting systems [illegible] devised. Plus, like Tekken 3 and [illegible] Tekken, the system [illegible] rewarded. Each time you play [illegible] you open [illegible] **Tactics have never been so important in the Tekken universe**—[illegible]

[illegible] Tekken's [illegible] back and forth to stay on top. [illegible]

Final Score ●●●●◐

John Davison

TEEN T Players: 1-4
Memory Card: 346 KB




ESPN Int. Track & Field

## ESPN International Track & Field

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** www.konami.com

[illegible] **if you don't have a Multitap and some able-fingered friends, this game has a short shelf life**

[illegible] **there's only about an hour of gameplay for a group to invest in**

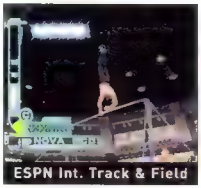
[illegible] to give you a chance [illegible] your fingers and the rhythm [illegible] jet to the tech-[illegible]

Final Score ●●●

Todd Zuniga

ESRB E Players: 1-4
Memory Card: 222 KB


ESPN Int. Track & Field



ESPN Int. Track & Field

Evergrace

Evergrace

## Evergrace

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

**it has its moments of ingenuity** [illegible]

[illegible] at its core **Evergrace is a fairly unimaginative action-RPG** [illegible]

Orphen arriving at launch, **most action-RPG devotees won't have much reason to pick up Evergrace** [illegible]

Final Score ●●

Joe Rybicki

TEEN T Players: 1-2
Memory Card: 60 KB


FIFA 2001 Major League Soccer

## FIFA 2001 Major League Soccer

**Publisher** EA Sports
**Developer** EA Canada
**Web Site** www.easports.com

It's a shame the popularity of soccer in America often flutters between dim and none. Sure, we're captivated by the big-time of the World Cup, but when it comes down to it, the best footba.., basketba.., hockey and baseball players compete right here on the American stage, while the best footie combatants are anywhere but the 48 contiguous.

With FIFA 2001 we're given our home MLS league, the star[illegible] stripes of lame American soccer which means the real prize of this wonderfully fun and clean game comes from the international teams and their charismatic stars. And these stars are so accurately rendered you can search for them on the pitch. You can see France's Zinedine Zidane's Friar Tuck bald spot from halfway across the field while a close-up shows Holland's Edgar Davids sporting his market-ing genius in the form of a pair of Oakleys (eye condition, my butt). And England's David Beckham looks as brilliant as he plays.

As for gameplay, it's **a culmination of what the FIFA franchise has been working toward for the last years**. Players don't move in herds, and they don't move at the same speed. If your striker just rushed in [illegible] scoring opportunity, he's not going to sprint away just because the keeper cleared the ball halfway down the field. Instead he'll loaf, catch his breath, and get ready for [illegible] run at the goal.

[illegible] complaint is the **under-aggressive CPU**. Even on the medium difficulty, the CPU may take up to seven seconds to go for the ball if you're not doing anything. Pooh. On the other hand, the AI clearly [illegible] to know what's at stake. If [illegible] about to knock a team from World Cup contention, they'll spike their aggression and press to score the golden goal. If they're up late, they'll hang back on "D" and turn into a ball control club. It adds a lot when the CPU is always strategizing.

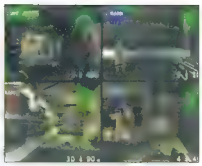
FIFA is all about adrenaline. Notching a big goal is a huge rush, and the crowd chants and flag waves accordingly. Once you're in the game, you stay immersed. Buy this, even if you're leery of soccer.

**Final Score** ●●●●◐
**Todd Zuniga**


FIFA 2001


FIFA 2001

E — **Players: 1-8**
**Memory Card: 540 KB**



# TimeSplitters

## Make some friends and then invite them over

**Publisher** Eidos Interactive
**Developer** Free Radical
**Web Site** www.eidos.com

We've been harping on about this one for ages, so now that we've got our hands on the final code [illegible] one big question: Does it live up to expectations? Yes. Yes. YES! Please sir, can I have another?

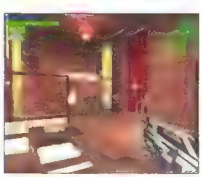
It's not a spectacularly complicated game by any stretch of the imagination. **As a one-player experience it's almost old-school in its simplicity**. Jump into a level, run around, shoot stuff, find an item, and run back to where you started. Do each level on medium and hard and open new levels, characters and challenges. Nothing to it. The bad guys are frickin' psychos and a [illegible] watch them annihilate you. [illegible] few times you'll pay, you'll realize this game is a bit different from previous first-person [illegible]. They'll hide behind doorways, under tables, behind walls, and they'll even shoot random [illegible] waving their guns above their heads to lend you off. **They really do seem like they're more aware** [illegible] and when [illegible] at the highest [illegible] they're [illegible] are literally hundreds.

Chances are, though, [illegible] going to buy TimeSplitters [illegible] the one-player experience [illegible] you're aware it's [illegible] adding up on the game [illegible] months. [illegible] **one of the finest we've ever come across** [illegible] fast. [illegible] this game is a bit different from previous first-person [illegible]

[illegible] **just as good as we expected** [illegible]

**Final Score** ●●●●●
**John Davison**

T — **Players: 1-4**
**Memory Card: 106 KB**



## SPLIT-SCREEN REVIEWING

This is, as far as I'm concerned, the greatest FPS ever to grace a console, at least in terms of multiplay. The key element is *speed*—TimeSplitters has it; the others don't. And as far as stats and options are concerned, well, imagine GoldenEye, only better. This game simply rocks.
**Joe Rybicki**

Prior to TimeSplitters I'd never played an FPS in my life—I just wasn't interested. But this game instantly won me over with its effortless control and silky-smooth gameplay. If companies continue to release titles like this, I might have to rethink that whole "RPG-guy" thing.
**Gary Steinman**

As a guy predominately interested in sports gaming, TimeSplitters still managed to cast quite a spell over me. The 4-player mode was ultra competitive, but led to some genuine fun amongst the guys shooting me. I died too quickly, too often; otherwise I have no complaints.
**Todd Zuniga**


Gradius III


Gungriffon Blaze

Kessen


Midnight Club


Gradius IV


Gungriffon Blaze


Midnight Club

## Gradius III and IV

**Publisher** [illegible]
**Developer** KCET
**Web Site** www.konami.com

[illegible] Up, Up, Down [illegible] Left, Right, [illegible] never was able to [illegible] second and third [illegible]

But that's not [illegible] the five levels I did play. A [illegible] scrolling shooter in [illegible] lasers or anything else headed [illegible] you. **these two Gradius games provide some nonstop intensity** [illegible] tunately, this often leads to ma[illegible] frustration when you [illegible] that one b[illegible] the fact that you ca[illegible] power [illegible] effects [illegible] **this isn't a game you buy to show off the power of the PS2.** But Kon[illegible] [illegible] Ang[illegible] especially [illegible]

**Final Score** ●●◐
**Chris Baker**

RP
**Players: 1-2**
**Memory Card: 73 Kb**

## Gungriffon Blaze

**Publisher** A[illegible]
**Developer**
**Web Site**

[illegible] **Graphically, Gungriffon is very solid.** W[illegible] the **draw distance isn't as good as a lot of the other PS2 games we're seeing these days.** Au[illegible] **there aren't a lot of missions**

**Final Score** ●●●◐
**Sam Kennedy**

T
**Players: 1**
**Memory Card: 127 KB**

## Kessen

**Publisher** EA Games
**Developer** Kee[illegible]
**Web Site** www.[illegible].com

[illegible] **If you were expecting the long, 50- to 100-hour campaign out of Kessen that I was, you'll likely feel a little disappointed.**

[illegible] **perience and there's considerable replay value in the different skirmishes**

matics! **The direction in some of the cutscenes is nothing less than Hollywood quality.** And who would [illegible]

**Final Score** ●●●
**Chris Baker**

T
**Players: 1**
**Memory Card: 212 KB**


Kessen


Kessen

## Midnight Club

**Publisher** Rockstar
**Developer** A[illegible]
**Web Site** [illegible]

[illegible] Smuggler's Run [illegible] graphics, sound [illegible] with the cities to enjoy the game, the **spectacular handling, solid challenge and sharp graphics** take care [illegible] that nicely. Because of the [illegible] personalities of your opponents. **My only real gripe is the balance of difficulty.** I found [illegible] extraordinarily [illegible] beginning. But [illegible] **Final Score** ●●●●
**Joe Rybicki**

T
**Players: 1-2**
**Memory Card: 266 KB**

PlayStation 2

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PHOTO BY TOM SERVAIS

ASCII


Moto GP


Orphen

Silent Scope


Smuggler's Run


Moto GP


Orphen


Smuggler's Run

## Moto GP

**Publisher** [illegible]
**Developer** Namco
**Web Site** www[illegible]

[illegible] game that **it's a remarkably accurate simulation of racing 500cc bikes.** [illegible]

**Resident bike loons, like our new art guy Jim, think it's the best game ever** [illegible]

Final Score ●●●●
John Davison

Players: 1-2
Memory Card: 43kb

## Orphen: Scion of Sorcery

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

[illegible] **fails to deliver anything exceptional or new in terms of gameplay** [illegible] **altogether unique battle engine** [illegible]

Final Score ●●●
Gary Steinman

Players: 1
Memory Card: 30 KB

## Silent Scope

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

[illegible] **it's a remarkable conversion of the arcade machine** [illegible]

[illegible] **Reaching the penultimate level five times in a row and then dying gets to be a *real* drag, I can tell you.** It stops being fun and [illegible]

Final Score ●●●
John Davison

Players: 1
Memory Card: 78kb

## Smuggler's Run

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

[illegible] **The sight distance is the longest I've ever seen.** That may [illegible] without a solid game engine [illegible] and Smuggler's Run delivers the goods here as well. **Super-tight controls** give you a good sense of [illegible] there isn't **as much variety between the different missions as there could be** [illegible]

Final Score ●●●●◖
Joe Rybicki

Players: 1-2
Memory Card: 324 KB

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Street Fighter EX 3


Summoner


Summoner


Summoner

## Street Fighter EX 3

**Publisher** Capcom
**Developer** Arika
**Web Site** www.capcom.com

Although Street Fighter EX will no doubt get [illegible] by most gamers thanks to the presence of Tekken Tag Tournament and Dead [illegible] Hardcore, Street Fighter [illegible] or probably more important [illegible] the Street Fighter EX [illegible] series [illegible] EX [illegible] ish or [illegible] still a game [illegible] you [illegible]

[illegible] Hardcore and Tekken [illegible] known as perfect [illegible] PS2 [illegible] So is EX 3. Not to the extent as the others, but it's definitely **a really pretty game** and shows off a lot of the PS2's cool lighting effects. I guess it's also just really cool to finally [illegible] these 3D Street Fighter characters in hi-res. Blanka and Chun Li look [illegible] cool. Also, those of you who [illegible] know about all the slowdown in the Japanese vers on will be happy to hear that **Arika has fixed it all for the U.S. release**. The only apparent slowdown now is intent on a [illegible] when character [illegible] the bars hit bottom.

[illegible] matchup with the game's various [illegible]. Arika put together a very cool [illegible] sounds similar to previous EX games, but the [illegible] even better [illegible]

Control [illegible] so, though [illegible] new [illegible] same Street Fighter [illegible] prefer the [illegible] Street [illegible] control better [illegible] EX [illegible] though. The main story [illegible] begin with one character [illegible] [illegible] If you're like me, **the game system in EX 3 will get boring all too quickly**, but hopefully you [illegible] Street Fighter, especially EX [illegible]

**Final Score** ●●●◖
**Sam Kennedy**

**Players: 1-2**
**Memory Card: 128 KB**

## Summoner

**Publisher** THQ
**Developer** [illegible]
**Web Site** [illegible]

[illegible] really wanted to love Summoner. I'm a [illegible] that [illegible] huge world [illegible] tions brought back instant [illegible] of Ultima [illegible] time/turn-[illegible] [illegible] risk of you [illegible] **but it's hard to love this game**.

[illegible] thing about it is that the world design is truly exceptional. The towns are varied and well realized, and some of the other locations are simply stun- [illegible] a locked overhead camera [illegible] chore. **The battles can get pretty monotonous**.

**Final Score** ●●●
**Joe Rybicki**

**Players: 1**
**Memory Card: 641 KB**

## Wild Wild Racing

**Publisher**
**Developer**
**Web Site**

[illegible] **The courses tend to be a bit bland-looking, and at the start they play a bit blandly as well** [illegible] (especially annoying considering the nondescript graphics) [illegible] **Replayability is also aided by the addition of Challenge Modes.**

**Final Score** ●●●
**Joe Rybicki**

**Players: 1-2**
**Memory Card: 68 KB**


Wild Wild Racing

# WHO SAID FANTASIES HAD TO BE FINAL?

"WONDERFUL VISUALS OF AN EXPANSIVE NEW ENVIRONMENT TEEMING WITH FANCIFUL MAGIC AND FASCINATING MONSTERS."

– GAMER'S REPUBLIC

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.


*Terrifying monsters inhabit the Island of No Return*

*Gather magic rings to cast devastating spells*

*First-person view requires precise combat skills*

ETERNAL RING™

FROM SOFTWARE

TEEN T CONTENT RATED BY ESRB

agetec


Army Men Air Attack 2

## Army Men Air Attack 2

Publisher
Developer
Web Site

games. But what lets these a
from th sheer competence and entertainment level
lnd within—features that
lack ng
Of cours

t does seem like the framerate has dropped a bit
appear

Final Score ●●●◖
Joe Rybicki

Players: 1-2
Memory Card: 1 block

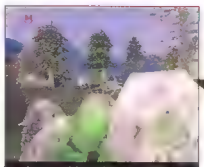
## Army Men World War: Land, Sea, Air

Publisher
Developer
Web Site

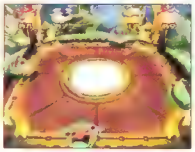
What's most frustrating is that World War *could* be an intense nail-biter of a game
nbat s m So here s a hint,
Spend twice the time on a sin-

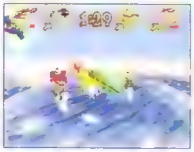
Final Score ●◖
Joe Rybicki

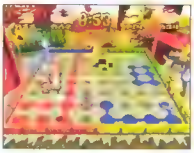
Players: 1-2
Memory Card: 1 block


Army Men World War


Army Men World







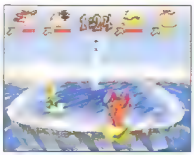
# Crash Bash

The bandicoot's last party?

Publisher
Developer
Web Site

There's no real motivation to work your way through everything because al you don t fe

the quality has dropped dramatically



was expecting buckets of ation and rop the same few rehashes of old 8-bit games could be good for kids

What a terrible, terrible shame. And from our bright ays

Final Score ●●◖
John Davison

E Players: 1-4
Memory Card: 1 block

## READ LIVE BASH

**John** Who wan Crash Bash th party game, so it Really it will As long old-style arca Pengo or Pong
**Joe** OK What s P
**John** You were you threw thing
**Sam** I think I wanna play
**[game loads...slowly]**
**Joe** It's just
**Sam** at ECTS and it was great
**[much Pogo playing ensues]**
**Joe** This is be
**John** I m not having any fun
**Sam** Shuddup! It s
**[another level is loaded, this time one of the tank battles]**
**John** It's like Combat 2600 mixed with B
**Joe** Only it sucks
**Gary** I want to Coco because she s like her
**John** Go for your life It could be OK with four No Apparently not
**Gary** Little kids will probabl think this s OK
**John** But everyone keeps going on about how C posed to ap Don t kids ha
ectomy du
**Joe** I'm not
Let s try one pushy level things
**[level loads]**
**John** It s just diffe tions of the sam and over
**Joe** Zzzzzzz
**Sam** How going to make
**Gary**
**John**

ATV: Quad Power Racing


Batman Beyond

Breakout

ATV: Quad Power Racing


Batman Beyond


Breakout

## ATV: Quad Power Racing

Publisher
Developer
Web Site

I'd fully zone out into a hypnotic daze

your ATV won't slow down if you take it off of the course

Final Score ●
Chris Baker

E Players: 1-2
Memory Card: 1 block

## Batman Beyond: Return of the Joker

Publisher Ubi Soft
Developer Kemco
Web Site www.ubisoft.com

insane difficulty Though the

don t count on saving your game

Final Score ◖
Chris Baker

T Players: 1
Memory Card: N/A

## Breakout

Publisher
Developer
Web Site www
It starts out

And yes It does have a somewhat absurd story mode In fact, H has achieved a relat very

But ah te fun, the whole game can be finished in about two hours

Final Score ●●
Gary Steinman

E Players: 1-4
Memory Card: 1 block


Vivi faces an impossible decision. Would he be willing to sacrifice the future of his 'species' in order to save the future of humanity?

# Final Fantasy IX

## The final PS one Fantasy is the best one yet

**Publisher** Square EA
**Developer** Squaresoft
**Web Site** www.squaresoft.com

What a difference a year makes! Last October, when we reviewed Final Fantasy [illegible] we declared it a masterpiece, saying it surpassed the incredibly high expectations placed on the game and stood [illegible] the pack as the best PlayStation RPG so far.

And now, after investing countless delightful hours in the thoroughly enchanting sequel, [illegible] comfortably say the same thing about Final Fantasy IX.

Check that. FF IX is not the best PlayStation RPG so far. It's without reservation, the best PS one RPG *ever*. Is that good?

While many have described this as a throwback to earlier Fantasies, [illegible] to say, instead that **this is the ultimate evolution of the series**, with the finest battle system, the most sympathetic characters, the most engrossing story, [illegible] and the clearest art direction yet. And while the music isn't the pinnacle of the series [illegible] partial to the finely crafted tunes in FFVII, it is the best FF soundtrack on the PS one.

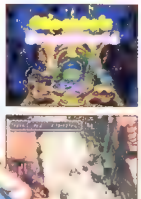
What's more, the game is a stunning graphical achievement. [illegible] backgrounds straddle the line between sharp CG graphics and hand-painted art. And the world is full of little details that bring it to life. You'll see your breath as you [illegible]

And the cinemas – my goodness, they're sweet! Not only are they stunning to look at, but they're also well directed and perfectly timed to appear at all the right moments.

**Each FMV sequence actually advances the story.** [illegible]

The writing is also a treat. **The translation is clean and conversational**, the story is full of light humor, and [illegible] RPG, though, the [illegible] game's strengths. Earlier [illegible] FF [illegible]

## MINIREVIEWS FOR MINIGAMES



*One of the hallmarks of the Final Fantasy series is its numerous and addictive minigames. So how does the current batch of diversions stack up? Here's the lowdown:*

### TETRAMASTER

As someone who completed the entire Triple Triad section in FFVIII, I felt more than qualified to judge this one. But here's the rub: Square decided to be coy about the rules for Tetramaster, leaving it up to the gamer to figure it out. Not smart in my book, especially since the rules are quite complex. Eventually I learned some of the nuances from XG's Sum Mother, but even then the game remained a mystery.

**Final Score:** *incomplete*

### CHOCOBO HOT & COLD

Hunting [illegible] items and treasures with Square's legendary mascot is [illegible] and rewarding. You get plenty of valuable items! It's also [illegible] hidden side quest attached to it.

**Final Score:** ●●●●

### FROG CATCHING

Not that it's [illegible] dose. However, [illegible] frogs and the payoff is well worth the effort.

**Final Score:** ●●●

### MOGNET

Not only do moogles serve as save points, but they also have a network of buddies who exchange letters among each other. They ask you to deliver their missives, and if you do, you might learn some interesting things about the world you're in. Keep an eye out for the mysterious Spiraxn. Who did think that saving your game could be so much fun?

**Final Score:** ●●●●●

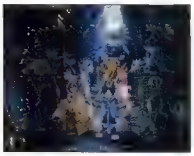
### OTHER

Throughout the game, you'll encounter everything from footraces to jumping rope to timed hunts and chase sequences. All these games go a long way to help break up the action. You'll also be rewarded for collecting and distributing special items in a treasure hunter's dream.

**Final Score:** ●●●●

the most "human" characters that I've ever encountered in a game

provement no more endless summoning animations



Final Score ●●●●●
Gary Steinman

Players: 1
Memory Card: 1 block

Buzz Lightyear

Cool Boarders 2001

Danger Girl

Buzz Lightyear

Cool Boarders 2001

Danger Girl

## Buzz Lightyear of Star Command

**Publisher** Activision
**Developer** Traveller's Tales
**Web Site** www.

you'll find that Star Command's **a strange brew of disjointed game ideas** In each level you have to rac

This **muddy mix of platformer, shooter and arcade racer** doesn't

**Final Score** ●●◖
**Gary Steinman**

Players: 1
Memory Card: 1 block

## Cool Boarders 2001

**Publisher** Sony CEA
**Developer** Idol Minds
**Web Site** www.sony.com

**an embarrassingly limited trick set**, you'll want to take short

sad uneventful and you find a

Well then **the Create-a-Boarder is pretty cool**

frozen pond offers more adventure and much more fun

**Final Score** ●
**Todd Zuniga**

Players: 1-2
Memory Card: 1 block

## Danger Girl

**Publisher** THQ
**Developer** n-Space
**Web Site** www.

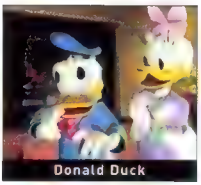
horrible. It's just that **so many little things add up to make it reek of mediocrity**

attitude that **perfectly represent the comic** Or maybe it's just the T&A

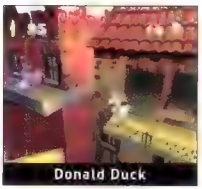
**Final Score** ●●◖
**Chris Baker**

Players: 1
Memory Card: 1 block


Destruction Derby Raw


Donald Duck


Destruction Derby Raw


Donald Duck

## Destruction Derby Raw

**Publisher** Midway
**Developer** Studio 33
**Web Site** www.midway.com

[illegible] think there's still something in [illegible] that makes it [illegible] smashing into one another. Perhaps it's the sheer power behind [illegible] perhaps it's the [illegible] damage [illegible]. Whatever the reason may be, the destruction of automobiles [illegible] tainly made the Destruction Derby series a successful one. Previous installments were [illegible] known for Driver, but [illegible] Series [illegible] did the development duties [illegible] crew called Studio 33. Thankfully, Studio 33 has done **an admirable job of keeping the Destruction Derby spirit alive** and has thrust new life into the series with better [illegible] and driving physics.

DDR is still simple [illegible] thanks to how natural the cars handle. **Smashes, jumps and turns just feel right**, and once you get the hang of the power slides and reverse [illegible] outs, the game starts to get really addictive. Thankfully, there are dozens of tracks [illegible] must master for racing and smashing opponent [illegible] points. There are also some [illegible] options, but due to the smaller screen, these aren't overwhelming.

The music and sounds [illegible] than make the grade, resulting in an overall solid new DD package. Fans of the series should check it out.

**Final Score** ●●●●
**Sam Kennedy**

**Players: 1-4**
**Memory Card: 1 block**

## Donald Duck: Goin' Quackers

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

[illegible] Disney [illegible] Mickey [illegible] Donald Duck: Goin' Quackers is as old-school as it gets. It's basically **a tightly focused platformer that's completely on rails** (no free exploration here [illegible] only [illegible] jumping [illegible] battling.

But here's the main problem. **It's not clear who the game's intended audience is.** Goin' Quackers starts [illegible] game. At the [illegible] jumps [illegible] point where [illegible] difficulty [illegible] Mickey [illegible] sessions [illegible] Donald [illegible]

[illegible] of the series [illegible] and want of [illegible]

**Final Score** ●●●
**Gary Steinman**

**Players: 1**
**Memory Card: 1 block**

# Medal of Honor Underground

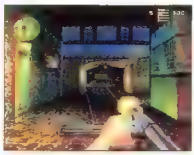
## One order of French-fried Nazi, to go

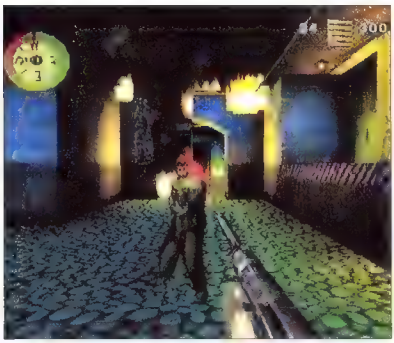
**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

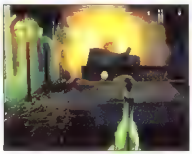
[illegible]

Everything from the music, to the level design, to the historical authenticity is just so well done that it makes it so easy to overlook any faults.

the game looks awesome for the PS one

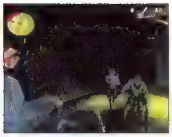


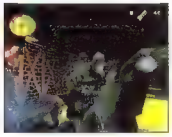




the level design in Underground is simply superb

the enemies are now a lot smarter

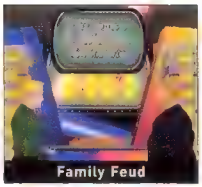




Final Score ●●●●
Sam Kennedy

Players: 1-2
Memory Card: 1 block

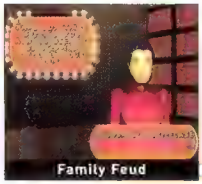
F1 Racing Championship



Family Feud

FIFA 2001

F1 Racing Championship



Family Feud

FIFA 2001

## F1 Racing Championship

**Publisher**
**Developer**
**Web Site**

this is actually a simulation of last year's season

of my just s the nifty "school" mode where the game actually teaches you how to drive

twitchy, over-sensitive controls

Final Score ●●◖
John Davison

Players: 1-2
Memory Card: 1 block

## Family Feud

**Publisher** Hasbro Interactive
**Developer** Artech Studios
**Web Site** hasbrointeractive.com

Fans of the show should dig it.

my biggest problem with Family Feud lies in its very practicality as a video game

Final Score ●●●
Chris Baker

Players: 1-10
Memory Card: 1 block

## FIFA 2001 Major League Soccer

**Publisher** EA Sport
**Developer**
**Web Site**

yet another great game in the series

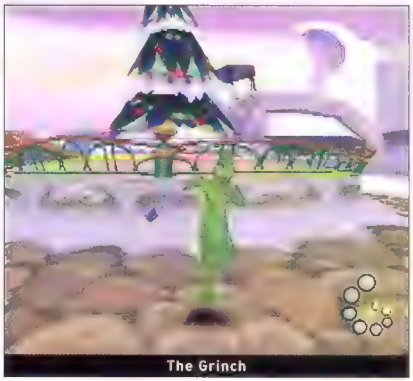
I think they might have got things right this time

Final Score ●●●●◖
John Davison

Players: 1-4
Memory Card: 1 block


Galaga


Galaga


The Grinch

## Galaga: Destination Earth

**Publisher** Hasbro Interact
**Developer** King of th Jungl
**Web Site** hasbrointeractiv com

Gamer who remember the heyday of the arcade sh

fe th the hould pleas
criminating game

**manages to maintain a solid sense of familiarity** despite mostly occu

Start oxian p
tch from the top-down vertica
s stablished by Space Invad
Galaxian (which, along wit
radius-like s de-scro ng,
present) but there s no deny ng the
Galagaism of this game nsectoid
spacecraft come at you
unpre
eliminate
really bug you (no pun int
attack ng you from behind And wh
get those green ships that
m with
t
Faster for twice the firepower or
ter yet even pull in an enemy craft

Still, GDE s **nostalgic value probably won't hold for today's gamer,** who might not get over the game occasional pop-up, slowdown and
e graphics But it s still

**Final Score** ●●◐
**Chris Baker**

T **Players: 1**
**Memory Card: 1 block**

## The Grinch

**Publisher**
**Developer** Konami Studios
**Web Site** www.konam

With Christmas upon us, and g ft-
ing near,
Here s a sure way to run h ho day
heer

Konam s new game may have good
it nothing disguises Is poor
animations
With **graphics unpolished and glitches aplenty,**
Pop-up and seaming and mistak
Levels so barren, background
ind

**The simplest task is a thumb-numbing feat.**
Moments so
ing

**Final Score** ●◐
**Gary Steinman**

E **Players: 1**
**Memory Card: 1 block**

## Jeopardy! 2

**Publisher** Hasbro Interact
**Developer** Artech
**Web Site** hasbrointeractive com

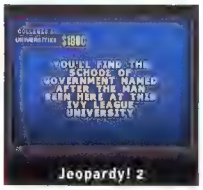
can t say that a of the new add
tions to this instalment
ardy franch se make it much
than before but **they certainly don't hurt**

tions instead of John

**Final Score** ●●●●
**Chris Baker**

E **Players: 1-3**
**Memory Card: 1 block**

Jeopardy! 2

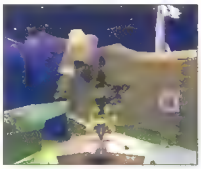


Jeopardy! 2

# Spyro: Year of

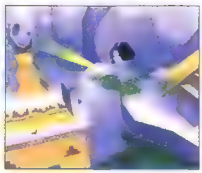
Plagued by excellence

**Publisher**
**Developer**
**Web Site**



James Spyro 3 s **so damned easy to do well at** from the start that

**a ton of new minigames** to the



# the Dragon

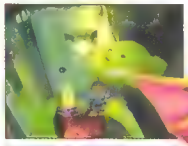
stunning, unique visuals

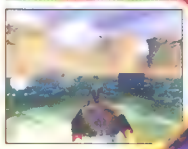
Final Score ●●●●●
Joe Rybicki

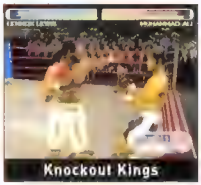
Players: 1
Memory Card: 1 block

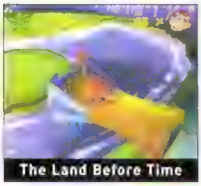
## CRUEL, CRUEL VARIETY

By far the most pervasive adjustment made to Spyro 3 is the addition of widely varied minigames and alternate gameplay mechanics. Top: Sgt. Byrd, a flying penguin, delivers to Rhynocs death from above. Bottom: Spyro pilots a gunboat against a nuclear shark-sub in a kind of mini boss battle. See what I mean? Hopelessly diverse!












### Knockout Kings

Publisher EA Sport
Developer EA Sp
Web Site www

mbr g the ing chart: The Career Mode is way in-depth

it feels like boxing

brings

Final Score ●●●●
Todd Zuniga

Players: 1-2
Memory Card: 1 block

### The Land Before Time: Return to the Great Valley

Publisher Sound Sou
Developer
Web Site

the 3D engine was just too hard her in a

Final Score ●●◖
Bob and Kelsey Conlon

Players: 1
Memory Card: 1 block

### The Little Mermaid II

Publisher THQ
Developer BI
Web Site www.thq

ame was definitely made with young girls in mind and th

Final Score ●●●●
Bob and Kelsey Conlon

Players: 1
Memory Card: 1 block

### Looney Tunes Racing

Publisher
Developer
Web Site ww

er a pretty good incentive to keep playing n an att

almost unbelievably easy

Final Score ●●◖
Joe Rybicki

Players: 1-2
Memory Card: 1 block


Mega Man Legends 2

## Mega Man Legends 2

**Publisher** Capcom
**Developer** Capcom
**Web Site** www.capcom.com

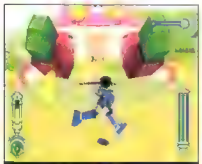
In the past few months [illegible] other games in the [illegible] J-J Mega Man [illegible] despite [illegible] problems.

[illegible] hadn't played many [illegible] games [illegible] really surprised me. **It's got a wonderful sense of humor, some wacky minigames and professional-quality voice acting.** The graphics may be [illegible] but blocky, [illegible] anime [illegible] Mega Man [illegible] adventures. Better [illegible]

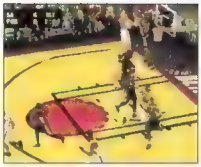
[illegible] marauding pirates [illegible] bumbling [illegible] **The dungeons, though, are all very similar**, bordering on being [illegible] **the biggest gripe** with Live is that it's not much different from last year's game [illegible]

Final Score ●●●◐
Gary Steinman

Players: 1
Memory Card: 1 block


Mega Man Legends 2


Mega Man Legends 2

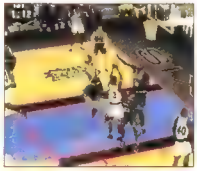


# NBA Live 2001

Go one-on-one with the great ones

**Publisher** [illegible]
**Developer** [illegible]
**Web Site** [illegible]

[illegible] **sprinkles on an already iced cake** [illegible] some strange occurrences on "D." [illegible]



Final Score ●●●●
Todd Zuniga

Players: 1-8
Memory Card: 4 blocks

### NBA Live 2001

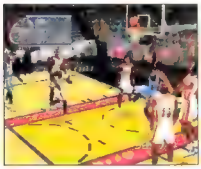

The Timberwolves will be looking to KG this season to take them to that upper echelon.

| | |
|---|---|
| Inbounding | In late-game situations your guards are stupidly deep in your end. That's bad AI. |
| Defending | Defending is an actual skill in this game. But it also allows for some laziness. |
| Special Moves | A nice collection of behind-the-back and spin moves. You decide when they happen. |
| Shooting | It's all based on timing and letting loose at the peak of your jump. |
| Player Models | All kinds of sizes and shapes, but they should've declined on the close-ups. |
| Announcing | A lot of insightful commentary from competent announcers. |
| Extra Hoops | You've got the 3-point contest, the 1-on-1 and a simple practice mode. |

# NBA ShootOut 2001

## Create-a-Dunk not enough *umph* for the postseason

**Publisher**
**Developer**
**Web Site**



chaotic inside game

my guards are the worst free-throw shooters in the western hemisphere

Shooting is one of the strong points

Go with EA's Live this year

**Final Score** ●●◖
**Todd Zuniga**

E **Players: 1-8**
**Memory Card: 1 Block**

### NBA ShootOut 2001

| | |
|---|---|
| Don't try to throw the ball in too quickly. Stupidly, your player could be out of bounds. | **Inbounding** |
| If you don't have staring-contest concentration, you're going to really pay for it. | **Defending** |
| When you want to spin or cross over, your dribbler might end up doing a stutter-step. | **Special Moves** |
| The meter doesn't do anything but get in the way. Touch-shooting isn't a big plus. | **Shooting** |
| The players look really good, but once they're in the paint it's a mess. | **Player Models** |
| It's two different worlds. Sometimes they're right-on; sometimes they're not watching. | **Announcing** |
| You can get technical with the Create-A-Dunk, but more would've been nice. | **Extra Modes** |

With C-Web as their big man, expect bigger things for the Kings this year. This hulk can do it all.

Mike Tyson Boxing

MTV Sports: Pure Ride

Mike Tyson Boxing

MTV Sports: Pure Ride

### Mike Tyson Boxing

**Publisher** Codemasters
**Developer** Codemasters
**Web Site**

hance

some of the physics are suspect Somehow, in

developers on an **in-depth, though complicated, Career mode** But

**Final Score** ●●
**Todd Zuniga**

T **Players: 1-8**
**Memory Card: 1 block**

### MTV Sports: Pure Ride

**Publisher** THQ
**Developer**
**Web Site** www.thq

sy to swallow is the **drastic drop in frame-rate** from the previous ti

ersions is the **excellent, realistic track design** Being able to wand

enorm

adds a great

**solid, intuitive trick system**

**Final Score** ●●●◖
**Joe Rybicki**

RP **Players: 1-2**
**Memory Card: 1 block**

But enough about us...

What do *you* think?

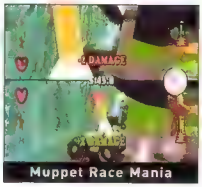
opm@ziffdavis.com


MTV Sports


MTV Sports


Muppet Monster Adventure


Muppet Race Mania


Muppet Race Mania

## MTV Sports: Skateboarding featuring Andy MacDonald

**Publisher** THQ
**Developer** Darkblack
**Web Site** www.

Try th board

This lesson in physics is a perfect example of why MTV Skateboarding is ridiculous.

Trying to grind will usually lead to acts of controller-spiking fury. Only the balance meter will tell you if you're going to fall, because your

Final Score ●
Todd Zuniga

RP
**Players: 1-2**
**Memory Card: 1 block**

MTV Sports

## Muppet Monster Adventure

**Publisher** M
**Developer** Mag
**Web Site** www.midwa

Monster Adventure is basically a Spyro game with the Muppets license attached. In fact, you car

MMA's levels are enormous

The graphics could use a bit of polish as well. But for a kid-oriented

Final Score ●●●●
Gary Steinman

E
**Players: 1**
**Memory Card: 1 block**

## Muppet Race Mania

**Publisher** Midway
**Developer** Tru
**Web Site** www.

Muppet

But leave it Kermit

to grasp

sheer wealth of innovation

MRM

tournament

that could actually be the deepest kart-racing game anywhere

rating? Quite

Final Score ■■■◧
Chris Baker

E
**Players: 1-2**
**Memory Card: 1 block**

THEY'RE

BIGGER.

FASTER.

SMARTER.

AND RIGHT

BEHIND YOU.

# DINO CRISIS 2

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity! More prehistoric predators! One question remains... are you the hunter – or the hunted?



CAPCOM

WWW.CAPCOM.COM

Wheel of Fortune 2

## Wheel of Fortune 2

**Publisher** Hasbro Interactive
**Developer** Artech Studios
**Web Site** hasbrointeractive.com

Wheel of Fortune 2nd Edition is **more than just another set of 2,500 word puzzles** to solve. This time, the standard studio setup found last time is replaced with themes like Disco and Great Outdoors. Other cool additions include career stats, Tournament mode, behind the scenes interviews with staff and the best of the bunch, a 3D puzzle Contestant Exam that lets you know if you're true Wheel material. You can even control the power behind your spin. It's still just Vanna, though—no Pat anywhere.

**Final Score** ●●●●
**Chris Baker**

E — Players: 1-3 Memory Card: 1 block

## World Destruction League: Thunder Tanks

**Publisher** 3DO
**Developer** [illegible]
**Web Site** www.3do.com

There are cool features in WDL, but before finding them, you'll learn whether you're prone to seizures. This game features **more flashes than a strobe light**—a product of bismal frame-rate, not special effects. I could go on about how it's fast, but try staring at the sun for about 15 minutes—no blinking—to get a sense of the sort of ma[illegible] pleasure this supplies. B[illegible] appears and reappears [illegible] yes for no reason!

**Final Score** ●
**Todd Zuniga**

T — Players: 1-2 Memory Card: 1 block


Thunder Tanks

## PS2 Review Archive

*Game names in [illegible] indicate a Greatest Hits title. Ratings in red indicate a five-disc score*

| Game | Publisher | Score | Issue |
|---|---|---|---|
| Dynasty Warriors 2 | Koei | ●●●● | 18 |
| Eternal Ring | Agetec | ●● | 18 |
| Madden NFL 2001 | EA Sports | ●●●●● | 18 |
| NHL 2001 | EA Sports | ●●●● | 18 |
| Ridge Racer V | Namco | ●●●●● | 18 |
| SSX | EA Sports BIG | ●●●●● | 18 |
| Swing Away Golf | EA Games | ●●● | 18 |
| X Squad | EA Games | ●●●● | 18 |
| 3Xtreme | 989 Studios | ● | 21 |

## PS one Review Archive

| Game | Publisher | Score | Issue |
|---|---|---|---|
| 40 Winks | GT Interactive | ●●●● | 28 |
| A Bug's Life | Sony CEA | ●● | 15 |
| Ace Combat 2 | Namco | ●●●●● | 1 |
| Ace Combat 3: Electrosphere | Namco | ●●● | 31 |
| Action Bass | Take Two | ●● | 27 |
| Akuji the Heartless | Crystal Dynamics | ●●● | 18 |
| Alex Tallas International Soccer | Rockstar | ● | 23 |
| Alien Resurrection | Fox Interactive | ●●● | 38 |
| Alundra | Working Designs | ●●●●● | 4 |
| Alundra 2 | Activision | ●●● | 32 |
| Animaniacs Ten Pin Alley | ASC | ●●● | 17 |
| Animorphs: Shattered Reality | Infogrames | ●●● | 3 |
| Ape Escape | Sony CEA | ●●●●● | 22 |
| Apocalypse | Activision | ●●● | 16 |
| Arcade Party Pak | Midway | ●●●● | 28 |
| Arcade's Greatest Hits | | | |
| Atari Collection 2 | Midway | ●●● | 7 |
| Arcade's Greatest Hits | | | |
| Midway Collection 2 | Midway | ●● | 4 |
| Armored Core | Sony CEA | ●●●● | 5 |
| Armored Core: Master of Arena | Agetec | ●● | 31 |
| Armorines: Project S.W.A.R.M. | Accolade | ● | 35 |
| Army Men 3D | 3DO | ●●● | 20 |
| Army Men: Sarge's Heroes | 3DO | ●● | [illegible] |
| Army Men: World War | 3DO | ●● | 34 |
| Assault | Midway | ●●● | 15 |
| Asteroids | Activision | ●●●● | 16 |
| Auto Destruct | Electronic Arts | ●●● | 6 |
| Azure Dreams | Konami | ●●● | 10 |
| Backstreet Billiards | Ascii | ●●●● | 15 |
| Ballistic | Infogrames | ●●●● | 27 |
| Baseball 2000 | Interplay | ●● | 21 |
| Bass Landing | Agetec | ●●●● | 26 |
| Bass Rise | Bandai | ●●● | 28 |
| Batman & Robin | Acclaim | ● | 11 |
| Battlezone: Global Assault | 3DO | ●● | 31 |
| Beast Wars | Hasbro Interactive | ●● | 5 |
| Big Air | Accolade | ●● | 20 |
| Bio F.R.E.A.K.S. | Midway | ●● | 10 |
| Black Bass with Blue Marlin | Hot-B | ●● | 29 |
| Blast Radius | Psygnosis | ●●●● | 19 |
| Blaster Master: Blasting Again | Sunsoft | ●●● | 38 |
| Blasto | Sony CEA | ●●●● | 8 |
| Bloody Roar | Sony CEA | ●●●● | 6 |
| Bloody Roar 2 | Sony CEA | ●●●● | 21 |
| Bomberman Fantasy Race | Atlus | ●●● | 19 |
| Bomberman Party Edition | Vatical | ●●● | 38 |
| Bomberman World | Atlus | ●●● | 13 |
| Boombots | Southpeak | ●●● | 27 |
| Bottom of the 9th '97 | Konami | ●●●● | 1 |
| Brave Fencer Musashi | Square EA | ●●●● | 15 |
| Bravo Air Race | THQ | ●●● | 1 |
| Breath of Fire III | Capcom | ●●●● | 9 |
| Brigandine | Atlus | ●●●● | 15 |
| Broken Sword | THQ | ●●●● | 5 |
| Broken Sword II | Crave | ●●●● | 27 |
| Brunswick Circuit Pro Bowling | THQ | ●●●● | 13 |
| Brunswick Circuit Pro Bowling 2 | THQ | ●●●● | 31 |
| Bugi Riders | GT Interactive | ●● | 1 |
| Bugs Bunny Lost In Time | Infogrames | ●●●● | 23 |
| Bundle's Block | Taleco | ●●●● | 35 |
| Bushido Blade 2 | Square EA | ●●●● | 14 |
| Bust A Groove | 989 Studios | ●●●● | 16 |
| Bust A Move 99 | Acclaim | ●● | 19 |
| Bust A Move 4 | Natsume | ●●●● | 17 |
| C: The Contra Adventure | Konami | ●● | 12 |
| Caesar's Palace II | Interplay | ●● | 15 |
| Cardinal SYN | Sony CEA | ●●● | 9 |
| CART World Series | Sony CEA | ●●●● | 3 |
| Castlevania: SotN | Konami | ●●●●● | 2 |
| Castrol Honda Superbike | Electronic Arts | ●● | 21 |
| Centipede | Hasbro Interactive | ● | 22 |
| Championship Bass | EA Sports | ●●●● | 33 |
| Championship Motocross | | | |
| Featuring Ricky Carmichael | THQ | ●●●● | 25 |
| Chessmaster II | Mindscape | ●●●● | 23 |
| Chocobo Racing | Square EA | ●●● | 23 |
| Chocobo's Dungeon 2 | Square EA | ●●● | 29 |
| Chrono Cross | Square EA | ●●●●● | 36 |
| Circuit Breakers | Mindscape | ●●● | 12 |
| Civilization II | Activision | ●●●●● | 18 |
| Clock Tower | Ascii | ●●● | 2 |
| Clock Tower II | | | |
| The Struggle Within | Agetec | ●●● | 18 |
| Colin McRae Rally | Sony CEA | ●●●● | 30 |
| Colony Wars | Psygnosis | ●●●●● | 4 |
| Colony Wars: Red Sun | Psygnosis | ●●●●● | 31 |
| Colony Wars: Vengeance | Psygnosis | ●●●● | 14 |
| Command & Conquer: Red Alert | Virgin | ●●●● | 4 |
| Contender | Sony CEA | ●●●● | 17 |
| Crash Bandicoot 2 | Sony CEA | ●●●● | 3 |
| Crash Bandicoot 3 | 989 Studios | ●●● | 14 |
| Cool Boarders 4 | 989 Studios | ●●● | 27 |
| Countdown Vampires | Bandai | ●● | 32 |
| Covert Ops: Nuclear Dawn | Activision | ●●● | 34 |
| Crash Bandicoot 2 | Sony CEA | ●●●● | 3 |
| Crash Bandicoot: WARPED | Sony CEA | ●●●●● | 15 |
| Crime Killer | Interplay | ●●● | 12 |
| Critical Depth | GT Interactive | ●●● | 3 |
| Croc | Fox Interactive | ●●●● | 1 |
| Croc 2 | Fox Interactive | ●●● | 22 |
| Crusaders of Might & Magic | 3DO | ●●● | 30 |
| CTR: Crash Team Racing | Sony CEA | ●●●●● | 26 |
| Cybertiger | EA Sports | ●●●● | 27 |
| Dark Omen | Electronic Arts | ●● | 9 |
| Darkstalkers | Capcom | ●●●● | 16 |
| Dave Mirra Freestyle BMX | Acclaim Max | ●●●● | 38 |
| Dead in the Water | ASC | ●●● | 17 |
| Dead or Alive | Tecmo | ●●●●● | 8 |
| Deathtrap Dungeon | Eidos | ●●● | 9 |
| Deception III: Dark Delusion | Tecmo | ●●●● | 31 |
| Demolition Racer | Infogrames | ●●●● | 26 |
| Destrega | Koei | ●●●● | 16 |
| Devil Dice | THQ | ●●●● | 13 |
| Diablo | Electronic Arts | ●●●● | 8 |
| Die Hard Trilogy: Viva Las Vegas | Fox Interactive | ●● | 31 |
| Dino Crisis | Capcom | ●●●● | 25 |
| Dino Crisis 2 | Capcom | ●●●●● | 38 |
| Downhill Mountain Bike Racing | Activision | ●●● | 27 |
| Dragon Valor | Namco | ●●● | 38 |
| DragonBall GT | Bandai | ●● | 4 |
| Dragonseeds | Jaleco | ●● | 15 |
| Driver | GT Interactive | ●●●● | 24 |
| Duke Nukem: Time to Kill | GT Interactive | ●●●● | 14 |
| Duke Nukem: Total Meltdown | GT Interactive | ●●● | 5 |
| Dukes of Hazzard | Southpeak | ●● | 29 |
| Dune 2000 | Electronic Arts | ●● | 27 |
| Eagle One: Harrier Attack | Infogrames | ●●● | 32 |
| Echo Night | Agetec | ●●● | 23 |
| ECW Anarchy Rulz | Acclaim | ● | 38 |
| ECW Hardcore Revolution | Acclaim | ●● | 30 |
| Einhander | Sony CEA | ●●●● | 21 |
| Elemental Gearbolt | Working Designs | ●●●● | 11 |
| Eliminator | Psygnosis | ●● | 20 |
| Eternal Eyes | Sunsoft | ●● | 38 |
| Evil Zone | Titus | ●●● | 25 |
| Expendable | Infogrames | ●● | 34 |
| F1 2000 | EA Sports | ●●●● | 33 |
| Fatal Fury: Wild Ambition | 3DO | ●●● | 33 |
| Fantastic Four | Acclaim | ●● | 3 |
| Fatal Fury: Wild Ambition | SNK | ●● | 30 |
| Fear Effect | Eidos | ●●●●● | 31 |
| Felony 11-79 | Ascii | ●●● | 1 |
| FIFA 98 | EA Sports | ●●●● | 4 |
| F1 99 | EA Sports | ●●●●● | 17 |
| FIFA 2000 | EA Sports | ●●●●● | 27 |
| The Fifth Element | Activision | ● | 15 |
| Fighter Maker | Agetec | ●●●● | 21 |
| Fighting Force | Eidos | ●●● | 3 |
| Fighting Force 2 | Eidos | ●● | 29 |
| Final Fantasy Anthology | Square EA | ●●●●● | 26 |
| Final Fantasy Tactics | Sony CEA | ●●●● | 5 |
| Final Fantasy VII | Sony CEA | ●●●●● | 1 |
| Final Fantasy VIII | Square EA | ●●●●● | 25 |
| Fisherman's Bait | Konami | ●●●● | 18 |
| Fisherman's Bait 2: Big Ol' Bass | Konami | ●●● | 27 |
| Flintstones: Bedrock Bowling | SouthPeak Interactive | ● | 37 |
| Formula 1 '98 | Psygnosis | ●●●● | 15 |
| Formula 1 '99 | Psygnosis | ●●●● | 28 |
| Forsaken | Acclaim | ●●●● | 10 |
| Fox Sports Golf '99 | Fox Interactive | ●● | 11 |
| Fox Sports Soccer '99 | Fox Interactive | ●● | 11 |
| Freestyle Boardin' '99 | Capcom | ●●● | 18 |
| Frogger | Hasbro Interactive | ●●● | 4 |
| Frogger 2: Swampy's Revenge | Hasbro Interactive | ●●● | 38 |
| Front Mission 3 | Square EA | ●●●●● | 31 |
| Future Cop: L.A. PD | Electronic Arts | ●●● | 13 |
| G-Police | Psygnosis | ●●●●● | 3 |
| G-Police 2 | Psygnosis | ●●●● | 25 |
| G-Darius | THQ | ●●●● | 13 |
| Galerians | Crave | ●●● | 33 |
| Gallop Racer | Tecmo | ●●● | 28 |
| Gauntlet Legends | Midway | ●●● | 32 |

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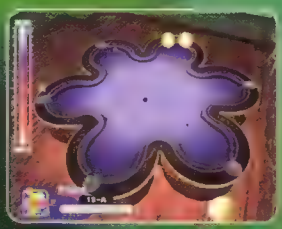

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PlayStation.2

TAKARA

## PS one Review Archive (cont.)

*Game names in [illegible] indicate a Greatest Hits title. Ratings in [illegible] indicate a Five [illegible]*

| Game | Publisher | Score | Issue |
|---|---|---|---|
| Gekido | Interplay | ●●● | 24 |
| Gex Deep Cover Gecko | Eidos | ●●●● | 20 |
| Gex Enter the Gecko | Midway | ●●●● | 7 |
| Ghost in the Shell | THQ | ●●●● | 4 |
| Glover | Hasbro Interactive | ●● | 28 |
| [illegible] | Sony CEA | ●●●●● | 9 |
| Gran Turismo 2 | Sony CEA | ●●●●● | 29 |
| Grand Theft Auto | Take 2 | ●●● | 10 |
| Grand Theft Auto 2 | Rockstar | ●●● | 27 |
| Grand Theft Auto London 1969 | Rockstar | ●●● | 22 |
| Grand Tour Racing '98 | Activision | ●● | 1 |
| Grandia | Sony CEA | ●●●●● | 26 |
| Grandstream Saga | THQ | ●●● | 10 |
| Grind Session | Sony CEA | ●●●● | 34 |
| Grudge Warriors | Take 2 | ●● | 34 |
| Guardian's Crusade | Activision | ●●● | 19 |
| HardBall 99 | Accolade | ●● | 15 |
| Heart of Darkness | Interplay | ●●●● | 13 |
| Hello Kitty's Cube Frenzy | NewKidCo | ●●● | 29 |
| Hercules Adventures | LucasArts | ●●●● | 2 |
| High Heat Baseball 2000 | 3DO | ● | 28 |
| Hogs of War | Infogrames | ●●●● | 38 |
| Hot Shots Golf | Sony CEA | ●●●● | 7 |
| Hot Shots Golf 2 | Sony CEA | ●●●● | 30 |
| Hot Wheels Turbo Racing | Electronic Arts | ●●● | 25 |
| Hydro Thunder | Midway | ●● | 31 |
| Incredible Crisis | Titus | ●●●● | 38 |
| Intelligent Qube | Sony CEA | ●●● | 2 |
| Interstate Classic Games | Activision | ●● | 28 |
| Int Superstar Soccer 98 | Konami | ●●●●● | 11 |
| Int Track & Field 2000 | Konami | ●●●● | 27 |
| Invasion From Beyond | GT Interactive | ●● | 19 |
| Iron Soldier 3 | Vatical | ●●●● | 35 |
| Irritating Stick | Jaleco | ●●● | 16 |
| ISS Pro Evolution | Konami | ●●●● | 35 |
| Jackie Chan Stuntmaster | Midway | ●●●● | 30 |
| Jade Cocoon | Crave | ●●●● | 23 |
| Jarrett & LaBonte Stock Car Racing | Codemasters | ●●●● | 38 |
| Jeopardy | Hasbro Interactive | ●●●● | 17 |
| Jeremy McGrath Supercross 2000 | Acclaim | ●● | 28 |
| Jersey Devil | Sony CEA | ●● | 10 |
| [illegible] | Sony CEA | ●●●● | 1 |
| Jet Moto 3 | 989 Studios | ●●●● | 26 |
| Jimmy Johnson VR Football | Interplay | ●● | 7 |
| Jojo's Bizarre Adventure | Capcom | ●●●●● | 31 |
| Juggernaut | Jaleco | ●● | 26 |
| K1 Grand Prix | Jaleco | ●●●● | 28 |
| K1 Revenge | Jaleco | ●●●● | 18 |
| Kagero Deception I | Tecmo | ●●●● | 14 |
| Karlia | Atlus | ●●●● | 12 |
| Kensei Sacred Fist | Konami | ●● | 17 |
| Killer Loop | Crave | ●●● | 27 |
| Klonoa | Namco | ●●●●● | 6 |
| Knockout Kings | EA Sports | ●●●● | 16 |
| Knockout Kings 2000 | EA Sports | ●●●● | 27 |
| Konami Arcade Classics | Konami | ●●● | 23 |
| Koudelka | Infogrames | ●●● | 35 |
| Kurt Warner's Arena Football Unleashed | Midway | ●●● | 34 |
| Legacy of Kain: Soul Reaver | Eidos | ●●●●● | 23 |
| The Legend of Dragoon | Sony CEA | ●●●●● | 34 |
| Legend of Legaia | Sony CEA | ●●●● | 19 |
| Legend of Mana | Square EA | ●●● | 35 |
| Lego Rock Raiders | Lego Media | ● | 27 |
| Lode Runner | Natsume | ●●● | 2 |
| [illegible] | Electronic Arts | ● | [illegible] |
| Lunar: Silver Star Story Complete | Working Designs | ●●●●● | [illegible] |
| [illegible] | EA Sports | ●●●● | [illegible] |
| Madden NFL 99 | EA Sports | ●●●●● | [illegible] |
| Madden NFL 2000 | EA Sports | ●●●●● | 27 |
| Madden NFL 2001 | EA Sports | ●●●●● | 30 |
| Marvel SH vs. Street Fighter | Capcom | ●●●● | 18 |
| Marvel Superheroes | Capcom | ●● | [illegible] |
| Marvel Vs. Capcom EX | Capcom | ●●● | 39 |
| Mass Destruction | ASC | ●●● | [illegible] |
| Maximum Force | Midway | ●● | 2 |
| MDK | Playmates | ●●● | [illegible] |
| Medal Of Honor | Electronic Arts | ●●●● | 27 |
| MediEvil | Sony CEA | ●●●● | 14 |
| MediEvil I | Sony CEA | ●●●● | 32 |
| Mega Man Legends | Capcom | ●●●● | 12 |
| Mega Man X4 | Capcom | ●●● | 4 |
| [illegible] | Konami | ●●●●● | 14 |
| Metal Gear Solid VR Missions | Konami | ●●●● | 25 |
| Micro Machines | Midway | ●●●●● | 5 |
| Micro Maniacs | Codemasters | ●●●● | [illegible] |
| The Misadventures of Tron Bonne | Capcom | ●●●● | 37 |
| Mission: Impossible | Infogrames | ●● | 28 |
| Missile Command | Hasbro Interactive | ●●● | 28 |
| MK Mythologies | Midway | ●●● | [illegible] |
| MLB 98 | Sony CEA | ●●● | 1 |
| MLB 99 | Sony CEA | ●●●● | 9 |
| MLB 2000 | 989 Studios | ●●●● | 21 |
| MLB 2001 | 989 Studios | ●●●● | 33 |
| MLBPA Bottom of the 9th '99 | Konami | ●●●● | 14 |
| Moto Racer World Tour | Electronic Arts | ●●● | 32 |
| Monaco Grand Prix | Ubi Soft | ●●●● | 21 |

| Game | Publisher | Score | Issue |
|---|---|---|---|
| Monkey Hero | Take 2 | ●● | 38 |
| Monkey Magic | Sunsoft | ● | 29 |
| [illegible] | Hasbro Interactive | ●●● | 5 |
| Monster Rancher 2 | Tecmo | ●●●● | 26 |
| Monster Seed | Sunsoft | ●●● | 20 |
| [illegible] | Midway | ●●●● | 11 |
| Moto Racer | Electronic Arts | ●●●●● | [illegible] |
| Motorhead | Fox Interactive | ●●●● | 14 |
| Mr. Domino | Acclaim | ●●● | 6 |
| Mr. Driller | Namco | ●●●● | 3 |
| Ms. Pac-Man Maze Madness | Namco | ●●●● | [illegible] |
| MTV Music Generator | Codemasters | ●●●● | [illegible] |
| N2O | Fox Interactive | ●● | [illegible] |
| Nagano Winter Olympics '98 | Konami | ●● | [illegible] |
| [illegible] | EA Sports | ●●●● | 3 |
| [illegible] | Electronic Arts | ●●●● | 14 |
| NASCAR 2000 | EA Sports | ●●●● | 29 |
| NASCAR 2001 | EA Sports | ●●● | 38 |
| NASCAR Rumble | Electronic Arts | ●●●● | 37 |
| NBA Fastbreak '98 | Midway | ●●● | 4 |
| NBA In the Zone '98 | Konami | ●●● | 7 |
| NBA In the Zone 2000 | Konami | ●●● | 28 |
| NBA Live 98 | EA Sports | ●●●●● | 1 |
| NBA Live 99 | EA Sports | ●●●● | 16 |
| NBA Live 2000 | EA Sports | ●●●●● | 26 |
| NBA ShootOut 98 | Sony CEA | ●●●● | 8 |
| NBA ShootOut 2000 | 989 Studios | ●●●● | 37 |
| NBA Showtime NBA on NBC | Midway | ●●● | 29 |
| NBA Tonight | ESPN Digital | ●●● | 14 |
| NCAA Final Four '99 | 989 Studios | ●●●● | 18 |
| NCAA Final Four 2000 | 989 Studios | ●●●● | 28 |
| NCAA Football '98 | EA Sports | ●● | 2 |
| NCAA Football '99 | EA Sports | ●●●●● | 7 |
| NCAA Football 2000 | EA Sports | ●●●● | 30 |
| NCAA GameBreaker 98 | Sony CEA | ●●●● | 4 |
| NCAA GameBreaker '99 | 989 Studios | ●●●● | 11 |
| NCAA GameBreaker 2000 | 989 Studios | ●●● | 29 |
| NCAA GameBreaker 2001 | Sony CEA | ●●● | 37 |
| NCAA March Madness 98 | EA Sports | ●●●● | [illegible] |
| NCAA March Madness '99 | EA Sports | ●●●● | 18 |
| NCAA March Madness 2000 | EA Sports | ●●●● | 29 |
| Nectaris: Military Madness | Jaleco | ●●●● | 11 |
| [illegible] | Electronic Arts | ●●●● | 8 |
| Need for Speed: High Stakes | Electronic Arts | ●●●●● | [illegible] |
| Need for Speed | | | |
| Porsche Unleashed | Electronic Arts | ●●●● | [illegible] |
| Need for Speed: V Rally | Electronic Arts | ●● | [illegible] |
| Need for Speed: V Rally 2 | Electronic Arts | ●●●● | 26 |
| Newman/Haas Racing | Psygnosis | ●● | [illegible] |
| The Next Tetris | Hasbro Interactive | ●●● | 24 |
| | Midway | ●●●●● | [illegible] |
| NFL Blitz 2000 | Midway | ●●●●● | 24 |
| NFL Blitz 2001 | Midway | ●●●● | 38 |
| NFL GameDay '98 | Sony CEA | ●●●●● | [illegible] |
| NFL GameDay '99 | 989 Studios | ●●●● | [illegible] |
| NFL GameDay 2000 | EA Sports | ●●●● | 29 |
| NFL GameDay 2001 | 989 Sports | ●●● | [illegible] |
| NFL Xtreme | 989 Studios | ●● | 17 |
| NFL Xtreme 2 | 989 Studios | ●● | 24 |
| N GEN Racing | Infogrames | ●●● | [illegible] |
| NHL 99 | EA Sports | ●●●●● | 15 |
| NHL 2000 | EA Sports | ●●●● | 29 |
| NHL 2001 | EA Sports | ●●●● | 39 |
| NHL Blades of Steel 2000 | Konami | ●● | 29 |
| NHL Breakaway 98 | Acclaim | ●●● | 6 |
| NHL Championship 2000 | Fox Interactive | ●●● | 2 |
| NHL FaceOff '98 | Sony CEA | ●●●●● | [illegible] |
| NHL FaceOff 99 | 989 Studios | ●●●● | 12 |
| NHL FaceOff 2000 | 989 Studios | ●●●● | 26 |
| NHL FaceOff 2001 | Sony CEA | ●●●●● | 36 |
| NHL Rock the Rink | Electronic Arts | ●●●● | 32 |
| Nightmare Creatures | Activision | ●●●● | [illegible] |
| Nightmare Creatures II | Konami | ●●● | 19 |
| Ninja: Shadow of Darkness | Eidos | ●● | [illegible] |
| Nuclear Strike | Electronic Arts | ●●●● | 3 |
| O.D.T. | Psygnosis | ●● | [illegible] |
| Oddworld: Abe's Exoddus | GT Interactive | ●●●● | [illegible] |
| [illegible] | GT Interactive | ●●● | [illegible] |
| One | ASC | ●●●● | 4 |
| Pac Man World | Namco | ●●●●● | 22 |
| Pandemonium! 2 | Midway | ●●●● | 2 |
| PaRappa the Rapper | Sony CEA | ●●●●● | [illegible] |
| Parasite Eve | Square EA | ●●●● | 12 |
| Parasite Eve II | Square EA | ●●●● | 7 |
| PGA Tour 98 | EA Sports | ●●● | [illegible] |
| Pitfall: 3D | Activision | ●● | 6 |
| Pocket Fighter | Capcom | ●●●● | [illegible] |
| Point Blank | Namco | ●●●● | 6 |
| Point Blank 2 | Namco | ●●●● | 2 |
| Polaris SnoCross | Vatical | ●●● | 38 |
| Pong | Hasbro Interactive | ●●●● | [illegible] |
| Pool Hustler | Activision | ●●●● | 17 |
| Populous: The Beginning | Electronic Arts | ●● | 2 |
| Porsche Challenge | Sony CEA | ●●●● | [illegible] |
| Power Soccer 2 | Psygnosis | ●●●● | 5 |

| Game | Publisher | Score | Issue |
|---|---|---|---|
| Poy Poy | Ascii | ●●● | [illegible] |
| Pro '98 World Tour Golf | Psygnosis | ●● | [illegible] |
| Pro Pinball: Big Race USA | Empire Interactive | ●●●● | [illegible] |
| Pro Pinball: Fantastic Journey | Empire Interactive | ●●●● | [illegible] |
| Pro Pinball: Timeshock! | Take 2 | ● | [illegible] |
| Psybadek | Psygnosis | ●● | [illegible] |
| Punky Skunk | Jaleco | ●●● | [illegible] |
| Q*bert | Hasbro Interactive | ●●● | [illegible] |
| Quake II | Activision | ●●●● | [illegible] |
| R-Type Delta | Agetec | ●●●● | [illegible] |
| R-Types | Ascii | ●●●● | [illegible] |
| Ridge Racer Type 4 | Namco | ●●●● | [illegible] |
| Railroad Tycoon II | Take 2 | ●●● | [illegible] |
| Rainbow Six | Red Storm | ● | [illegible] |
| Rally Cross 2 | 989 Studios | ●●●● | [illegible] |
| Rampage | Midway | ●●● | [illegible] |
| Rampage 2: Universal Tour | Midway | ● | [illegible] |
| Ray Tracers | THQ | ●●● | [illegible] |
| RayCrisis | Spat Working Designs | ●●● | [illegible] |
| Rayman 2: The Great Escape | Ubi Soft | ●●●● | [illegible] |
| RC Revenge | Acclaim | ●●●● | [illegible] |
| RC Stunt Copter | Titus | ●●●● | [illegible] |
| Re-loot | Acclaim | ●● | [illegible] |
| Ready 2 Rumble | Midway | ●●●● | [illegible] |
| Red Asphalt | Interplay | ●● | [illegible] |
| [illegible] | Natsume | ●●● | [illegible] |
| Reel Fishing I | Natsume | ● | [illegible] |
| [illegible] | Capcom | ●●●●● | [illegible] |
| Resident Evil 2: Dual Shock | Capcom | ●●●●● | [illegible] |
| Resident Evil 3: Nemesis | Capcom | ●●●● | [illegible] |
| [illegible] | Capcom | ●●● | [illegible] |
| Resident Evil Survivor | Capcom | ●● | [illegible] |
| Rhapsody: A Musical Adventure | Atlus | ●●● | [illegible] |
| Rising Zan | Agetec | ●●●● | [illegible] |
| Risk | Hasbro Interactive | ●●●● | [illegible] |
| Rival Schools | Capcom | ●●●● | [illegible] |
| Riven: The Sequel to Myst | Acclaim | ●●●●● | [illegible] |
| [illegible] | Electronic Arts | ●●● | [illegible] |
| Road Rash: Jailbreak | Electronic Arts | ●● | [illegible] |
| Rogue Trip | GT Interactive | ●●●● | [illegible] |
| Roll Away | Psygnosis | ●●●●● | [illegible] |
| Rollcage | Psygnosis | ●●●● | [illegible] |
| Rollcage Stage 1 | Psygnosis | ●●●● | [illegible] |
| Romance of the 3 Kingdoms V | Koei | ●● | [illegible] |
| RPG Maker | Agetec | ●●●●● | [illegible] |
| Running Wild | 989 Studios | ●● | [illegible] |
| Rushdown | Electronic Arts | ● | [illegible] |
| SaGa Frontier | Sony CEA | ●●●● | [illegible] |
| SaGa Frontier 2 | Square EA | ●●●● | [illegible] |
| Sammy Sosa High Heat Baseball 2001 | 3DO | ●● | [illegible] |
| Sammy Sosa Softball Slam | 3DO | ●● | [illegible] |
| Scrabble | Hasbro Interactive | ●●● | [illegible] |
| Sentinel Returns | Psygnosis | ●● | [illegible] |
| Shadow Madness | Crave | ●●● | [illegible] |
| Shadow Man | Acclaim | ●● | [illegible] |
| Shadow Master | Psygnosis | ●●●● | [illegible] |
| Shadow Tower | Agetec | ● | [illegible] |
| Shanghai: True Valor | Sunsoft | ●●● | [illegible] |
| Shipwreckers | Psygnosis | ●●● | [illegible] |
| Silent Bomber | Banda | ●●●● | [illegible] |
| Silent Hill | Konami | ●●●● | [illegible] |
| Silhouette Mirage | Working Designs | ●●●● | [illegible] |
| Silly Theme Park | Electronic Arts | ●●● | [illegible] |
| Skullmonkeys | Electronic Arts | ●●●●● | [illegible] |
| Sled Storm | Electronic Arts | ●●●● | [illegible] |
| Small Soldiers | Electronic Arts | ●● | [illegible] |
| Smurfs | Infogrames | ●●●● | [illegible] |
| Snowcross Championship Racing | Crave | ●● | [illegible] |
| Soul of the Samurai | Konami | ●● | [illegible] |
| South Park | Acclaim | ●● | [illegible] |
| South Park Rally | Acclaim | ●● | [illegible] |
| South Park: Chef's Luv Shack | Acclaim | ● | [illegible] |
| Space Invaders | Activision | ●● | [illegible] |
| [illegible] | Take 2 Interactive | ● | [illegible] |
| [illegible] | Sony CEA | ●●●●● | [illegible] |
| Speed Racer | Jaleco | ●● | [illegible] |
| Spiderman | Activision | ●●●●● | [illegible] |
| Spin Jam | [illegible] | ●● | [illegible] |
| Sports Car GT | [illegible] | ●●● | [illegible] |
| Spyro 2: Ripto's Rage | Sony CEA | ●●●●● | [illegible] |
| [illegible] | Sony CEA | ●●●●● | [illegible] |
| Star Ocean: The 2nd Story | [illegible] | ●●●●● | [illegible] |
| Star Trek: Invasion | Activision | ●●●●● | [illegible] |
| Star Wars: Episode I - Jedi Power Battles | [illegible] | ●●● | [illegible] |
| Star Wars: Episode I - The Phantom Menace | [illegible] | ●●● | [illegible] |
| Star Wars: Masters of Teras Kasi | [illegible] | ●●● | [illegible] |
| Steel Reign | [illegible] | ●●●● | [illegible] |
| Strike | [illegible] | ●●● | [illegible] |
| Street Fighter Alpha 3 | Capcom | ●●●●● | [illegible] |
| Street Fighter Collection | Capcom | ●●●● | [illegible] |
| Street Fighter Collection 2 | Capcom | ●●●● | [illegible] |
| Street Fighter EX Plus Alpha | Capcom | ●●●● | [illegible] |
| Street Fighter EX2 Plus | Capcom | ●●●● | [illegible] |
| Street Sk8er | [illegible] | ●●● | [illegible] |

| Game | Publisher | Score | Issue |
|---|---|---|---|
| Street Skater 2 | Electronic Arts | ●●● | 32 |
| Stunts | Capcom | ●●●● | 34 |
| Sturmer Pro [illegible] | Infogrames | ●●●● | 33 |
| Suikoden II | Konami | ●●●● | 26 |
| Superbike 2000 | EA Sports | ●● | 32 |
| Superfluous [illegible] | EA Sports | ●● | 29 |
| Superfross Circus | 989 Studios | ●●●● | 28 |
| Surf Riders | Ubi Soft | ● | 35 |
| Sydney 2000 | Eidos | ●● | 38 |
| Syphon Filter | 989 Studios | ●●●● | 18 |
| Syphon Filter 2 | 989 Studios | ●●●● | 31 |
| Tailing | Activision | ●● | 19 |
| Tak & O | Sunsoft | ●●● | 20 |
| Tactics Ogre | Atlus | ●●●● | 12 |
| Tai Chi Shinobi | Atlus | ●●●● | 26 |
| Tales of Destiny | Namco | ●●●● | 13 |
| Tarzan | Sony CEA | ●●●● | 24 |
| Team Buddies | Midway | ●●●● | 38 |
| Team LSD: RC Racing | Fox Interactive | ●●● | 13 |
| [illegible] | Namco | ●●●●● | 9 |
| [illegible] | Activision | ●●●● | 14 |
| Tenchu: Birth of the Stealth Assassins | Activision | ●●● | 37 |
| Tennis Arena | Ubi Soft | ●●● | 4 |
| [illegible] | Accolade | ●●●● | 3 |
| [illegible] | Accolade | ●●●● | 15 |
| [illegible] | Infogrames | ●●●● | 27 |
| Test Drive Le Mans | Infogrames | ●●● | 34 |
| Test Drive Off Road 3 | Infogrames | ●● | 26 |
| Thousand Arms | Atlus | ●●●● | 26 |
| Threshers: Santa's Destroyer | Rockstar | ●●●● | 29 |
| Threads of Fate | Square EA | ●●●● | 35 |
| Thunder Force V | Working Designs | ●●● | 33 |
| Tiger Woods '99 PGA Tour Golf | EA Sports | ●●●● | 16 |
| Time Crisis | Sony CEA | ●●●● | 16 |
| Tiny Toons: The Great Beanstalk | NewKidCo | ●●●● | 18 |
| TOCA [illegible] | Activision | ●●●●● | 27 |
| [illegible] | Eidos | ●●●●● | 4 |
| [illegible] | Eidos | ●●● | 16 |
| Tomb Raider: The Last Revelation | Eidos | ●●●● | 29 |
| Tomba | Sony CEA | ●●●● | 11 |
| Tombal 2: The Evil Swine Return | Sony CEA | ●●●● | 29 |
| Tomorrow Never Dies | Electronic Arts | ●●●● | 28 |
| Tony Hawk's Pro Skater | Activision | ●●●●● | 26 |
| Tony Hawk's Pro Skater 2 | Activision | ●●●●● | 38 |
| Toonstruck: Dare to Scare | Kalisto | ●●● | 29 |
| Toy Story 2 | Activision | ●●● | 28 |
| Trap Gunner | Atlus | ●●● | 13 |
| Treasures of the Deep | Namco | ●●●● | 1 |
| Trick N Snowboarder | Capcom | ●● | 25 |
| Triple Play 99 | EA Sports | ●●● | 9 |
| Triple Play 2000 | EA Sports | ●●●●● | 20 |
| Triple Play 2001 | EA Sports | ●●●●● | 32 |
| Turbo Prop Racing | Sony CEA | ●●● | 11 |
| Twisted Metal 4 | 989 Studios | ●●●● | 16 |
| Twisted Metal 4 | 989 Studios | ●●●● | 28 |
| Tyco RC: Assault With a Battery | Mattel Interactive | ●● | 38 |
| Ultimate 8 Ball | THQ | ●●●● | 22 |
| Um Jammer Lammy | Sony CEA | ●●●● | 24 |
| Unholy War | Eidos | ●●● | 14 |
| Vanguard 8 | 3DO | ●●● | 17 |
| Urban Chaos | Eidos | ●● | 33 |
| Vagrant Story | Square EA | ●●●● | 33 |
| Vampire Hunter D | Jaleco | ●● | 37 |
| Vanark | Jaleco | ●●● | 32 |
| Vandal Hearts II | Konami | ●●●● | 27 |
| Vanguard Bandits | Working Designs | ●●● | 33 |
| Vegas Games 2000 | 3DO | ●●●● | 27 |
| [illegible] | Activision | ●●●● | 10 |
| Vigilante 8: Second Offense | Activision | ●●● | 29 |
| VR Baseball '99 | Interplay | ●●●● | 11 |
| VR Sports Powerboat Racing | Interplay | ● | 10 |
| VS. | THQ | ● | 3 |
| War Games World Quest | [illegible] | [illegible] | [illegible] |
| Magical Racing Tour | Eidos | ●●● | 33 |
| Warzone: Destroy! | MGM Interactive | ●●●● | 12 |
| Warpath: Jurassic Park | Electronic Arts | ●● | 27 |
| Warzone 2100 | Eidos | ●●●● | 22 |
| WCW Mayhem | Electronic Arts | ●●●● | 26 |
| WCW Nitro | THQ | ● | 5 |
| WCW: Thunder | THQ | ● | 17 |
| Wheel of Fortune | Hasbro Interactive | ●●●● | [illegible] |
| Who Wants to Be a Millionaire | Sony CEA | ●●●● | 35 |
| Wild 9 | Shiny/Interplay | ●●●● | 15 |
| Wild Arms 2 | Sony CEA | ●●●● | 33 |
| WipeOut 3 | Psygnosis | ●●●● | 26 |
| World Cup '98 | EA Sports | ●●●● | 10 |
| Wreckin' Armageddon | Hasbro Interactive | ●●●● | 27 |
| Wu-Tang: Shaolin Style | Activision | ●●● | 28 |
| WWF Attitude | Acclaim | ●●●● | 24 |
| WWF SmackDown! | THQ | ●●●●● | 31 |
| Xenogears | Square EA | ●●●● | 12 |
| X Games Pro Boarder | ESPN Digital | ●●●● | 14 |
| X-Files | Fox Interactive | ●●●● | 28 |
| X-Men: Children of the Atom | Acclaim | ●● | 6 |
| Xena: Warrior Princess | Electronic Arts | ●●●● | 26 |
| Xenogears | Square EA | ●●●● | 14 |
| You Don't Know Jack | Berkeley Systems | ●●●●● | 25 |

# New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, **MDK™2: Armageddon** features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

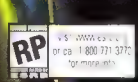
- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

**COMING SOON**

# MDK2 ARMAGEDDON


www.interplay.com


PlayStation 2

## This Month's Strategies



*Top Secret Agents*
Kenneth "Slim" Miller,
Terry Minnich, Dave Malec

With the weather chilling there's no better way to warm up than smearing a couple skaters in Tony Hawk's hotly anticipated sequel. Since we didn't want your whole November to go to waste we're holding on to the final pages of the strategy until next month. 'Til then finish off Chrono Cross and hammer away at the circus of PS2 games, including EA's acclaimed Madden and SSX! *Oh, and before Thanksgiving dinner send your coolest tricks to* ***OPM@ziffdavis.com*** *and title the e-mail* ***Tricks Forum.***

# TONY HAWK'S PRO SKATER 2

## Cruising to 100%

There's plenty to do in Tony Hawk 2, and just [illegible] get you very far. This guide will help you get through the tough parts (we figure you can find the right ramps and rails to do most of it on your own). So if there's something you just can't seem to figure out, no worries, we've got it here. There are also handy maps of each level that tell you where to go to grab the cash, achieve the goals, and be a [illegible] pro skater. Scoring Olympic-style gold in the competitions will net you a skating suit of your skater, but you'll have to finish all the [illegible] the truest street cred (and to unlock a cheat!).

## Unlocking the Sequel

[illegible] Tony Hawk's Pro Skater had plenty to do, but the [illegible] skate show. With the sequel there aren't [illegible] sweet surprises. Usually we'd hook you up with all the unlocking knowledge, but this is a special game, so we'll just tell you how to unlock the coolest stuff. First off, if you want the sickest unlockable this side of an action game, make a created skater in your image and 100% everything you can. You'll marvel at the results. As for other characters, you'll have to 100% the game, and that means everything, to unlock cool cheats that make the game much easier. For some of the coolest unlockables, don't hold your breath, you'll have to 100% the game with every skater, unlockable skaters included [illegible] work, but [illegible] it's skating heaven. Finally, hit all the gaps on the Gap Checklist to unlock the final mascot.

## OPM's Very Own

Alright, there's one unlockable path, not much of a [illegible] about. 100% the game with any pro skater and you'll unlock a skater with some authority. Take that skater and go through the Career Mode and net gold medals in the competitions. You'll unlock a video with OPM's very own Todd Zuniga "dropping [illegible] before." And yes, that's his ass showing, soon after.

### Bust-A-Move '99

**New Puzzles:** At the Press Start Button screen, press Circle, Left, Right, Circle. You should hear a chime, [illegible] screen. Now press Start and go to Arcade Mode. Choose Puzzle, then [illegible] screen. Choose your [illegible] character. Now pick your starting level (A or B) and you'll have new puzzles to [illegible].

### Colin McRae Rally

**Open All Tracks:** From the main menu screen, choose Championship Mode, then [illegible]. When asked to enter your name, put in the following password: (OPENROAD) and then move to OK and press X. You'll hear a sound effect. Trick mode enabled. After that go back to the main menu screen and choose Rally. When you go to choose [illegible] you'll see that you can now [illegible] the Super-Special stage in Greece.

### Crash Team Racing

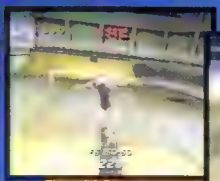
*On the main menu screen, hold L1+R1 and press the following button combination to get the results as shown. You'll hear a chime when entered correctly.*

**Unlock Komodo Joe:** Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

**Unlock Papu Papu:** Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu

# Mullet Falls

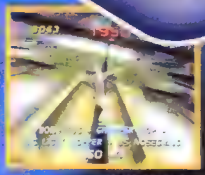
Mullet Falls is a sweet introduction to the new Tony Hawk world. The challenge here is the same as the first game: do it all in one two-minute run.

The Hidden Tape isn't hard to find once you open the door. You'll need to temper your speed and ollie onto the helicopter blades. Grind the tip of the blade and the chopper will take off, opening a door to the suddenly easy-to-find tape.

This is one of three Hangtime Gaps, and the hardest to master. If you land in a Manual, you'll get credit for yet another successful gap.

Of all the Wings you'll need to grab, going up this ramp is the only way to get this pair. If you don't have enough Air skills, this one might be tough.



After setting the chopper alight, you'll have to get up enough speed to reach this dubious light fixture. Boneless off the ramp and push up to get the mad air.

You'll have to get the Wings here anyway, so you might as well grind this propeller and unlock the secret area. Inside you'll find four big bills to add to your college fund.

Pap[illegible] any mode except Adventure.
**Unlock Pinstripe:** Pres[illegible] Left Right, Triangle, Down, Right Down. You can play as Pi[illegible] any mode except Adventure.
**More Tracks:** Right, Right, Left, Triangle, Right, Down, Down
**Invisible Racer (only wheels):** Up, Up, Down, Right, Right, Up.
**Super Turbo Pads:** Triangle, Right, Right, Circle, Left.
**Scrapbook Option:** Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
**"Unlimited" Tricks:** [illegible] Unlimited Wumpa Fruit: Down, Right, Right, Down, Down. Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left. Unlimited M[illegible] Triangle, Right, Left [illegible] Right, Down, Down.

**Unlock a New Racer:** On the main [illegible] entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see [illegible] the modes except Adventure. Mage [illegible]

**Ripper Roo:** Right, Circle, Circle, Down, Up, Down, Right.
**N. Trophy:** Down, Left, Right [illegible] Down, Right, Right.

## Fear Effect

[illegible] then pressing Options screen [illegible] Credits [illegible] screen [illegible] modes shown below. [illegible] the screen flash [illegible] entered correctly.

**999 Ammunition:** [illegible] Triangle, Up, Down, [illegible] Circle, Triangle, Square, Left, Triangle.
**Unlimited Health:** [illegible] Triangle, Up, Down, [illegible] Circle, Triangle, Square, Right, Square.

continued on page 186

# DVD EASTER EGGS

***Magnolia DVD***
On disc 1 of *Magnolia*, choose "set up" from the main menu. You'll have audio options plus the "color bars" option. Choose the color bars. After 20 seconds, a blooper and outtake reel begins, and you'll be treated to a lengthy eight minutes of biffed lines and goofed takes!

***SNL—Best Of Mike Myers***
In the main menu go to the "additional footage" button and click to the right. If you do that you will select the logo in the corner; click it. It will show you the trailers to the movies *Chairman Of The Board* (starring the audacious Carrot Top) and *Rubberface* (Starring Jim Carrey).


***"T2-The Ultimate Edition"(side 2)***
While on side two, bring up the main menu. Move the arrow button until "Data Hub" is highlighted blue. After 30 long seconds, the little box in the lower left will activate, with either the message "Join the Resistance" or an odd-looking energy circle. Push the left arrow until the border is lit up; hit enter. If "Join the Resistance" is present, it will take you to a special screen with a text message from John Connor and a Web link that will take you to a "training site" where you can hone your resistance skills. If the energy circle is present, it will bring up a short 20-or-so second commercial showing a bust with soundwaves going in his left ear, followed by the right side of his face blowing off, revealing a Terminator (T-800) face underneath. It will say "Swelltone: In one ear and out the other." This very informative short commercial can also be activated by pressing "DVD Menu" on your remote control while "Information Systems" is lit up.

***Spaceballs DVD***
In the "Mr. DVD" Menu wait till a cow flys by. When the cow is in the crosshairs press the Play button.

***Edward Scissorhands 10th Anniversary Edition DVD***
Go to the Special Features menus and move your mouse to the bottom of the list until a Scissor appears. Click on it, and you get a cool picture with some credits on it.

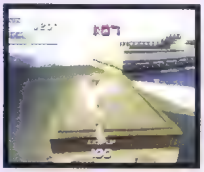
# The School

We're not going to condone skipping class, but if these hot skate areas were pieced together this well, we might change our minds.

Nabbing the Secret Tape will take time. First tip: build your skater's Air and Hang Time, or you're asking for a headache. To get the Tape you'll have to use the ramp with the letter "K" floating above to get momentum. Then speed toward the opposite end of that runway, holding down X and tapping Up to get ready for a Boneless. Once you get to the end of the ramp (stay to the right), launch off and let go of X. You'll get the Tape and a couple of bills if you make it over.

If you achieved enough air off the Wallie at the start of the level, you'll have a chance to get to the floating $100. Line up with the wall before you break through the glass for an accurate lens.

Grabbing the Hall Passes shouldn't pose too much of a strain. They're all concentrated in the same area. Big air makes it easier.



Here's the spot to accomplish TC's Roof Gap. Just Kickflip across to accomplish this mission. So, tell me, who is this TC guy?


Grind the three rails shown below to blow up the Rail Grind goal. There's one major thing to remember: Make sure you're going downhill on these rails, otherwise you won't get credit.

cont. from page 182

**One-Hit Kills with Firearms:** L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

**Suicide Mode (NPCs are stronger):** Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

## FIFA 2000

**Hidden Super Teams:** After choosing a mode of play, go to the team select screen and cycle through the teams until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams ("EA" through "EA4.") These special Electronic Arts teams have very high attributes. For a perfect team, [illegible] called "Dream Team" [illegible] perfect team [illegible] attributes.

## Grind Session

**All Tricks Enabled:** Pre[illegible] Start to pause the game, then press Down, Left, Up, Right, Down, Left, Up, Right. All Tricks [illegible] bottom of the screen. Now [illegible] you will [illegible] are [illegible]

## Hello Kitty's Cube Frenzy

**Bonus Options:** When "Push Start" appears at the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correct[illegible] you will hear a sound. Then press Start to access new options, including hidden modes and viewing the ending FMV sequences.

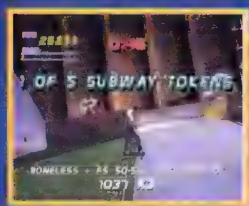
## Knockout Kings 2000

**Pulsating Heads:** Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select

# New York

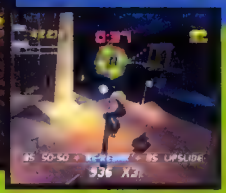
**If you want to be a part of it, you best watch out for New York cabbies. Oh, and until you collect the Subway Tokens you're only seeing half.**

Fly over the subway tracks and grind until you see the brick wall. Leap over and land to complete this task. And welcome to the Banks.





Now you'll have to grind and fly around and grab the Subway Tokens. Only Rollerblade the yellow tokens, grind again.


The Secret Tape takes concentration and a bit of practice. After awhile this is a breeze. How to get it? Get to the Banks and find the unfinished street. Line up with the rail and grind. Then ollie early, pushing left, and grind onto the opposite rail.

To the right of the starting point you'll see Joey's Sculpture sticking up. Bonelane over and hold Triangle.


There's some rogue cash hanging around atop the fence that's keeping you from the river below. To get to the moolah, get speed from the ramps opposite, then boneless off the incline and grind.

Here's a fifty that'll make your blood boil. Just get to the subway and grind along, then drop off. Easier than it looks.


This isn't the way to go about nabbing this floating fifty. Instead, go to the right and launch off the ramp. Much, much easier than it looks.

[illegible] the boxers [illegible] and grow repetitive), **Unlock Mills Lane:** Go to Exhibition and fight a match in any weight class. During the fight [illegible] opponent [illegible] threatening. Go to the pause menu, press Triangle [illegible] resume. On the [illegible] screen, you will be taken back to the Exhibition screen. Choose the Middleweight class and fight against Mills Lane with gloves.

## Legacy of Kain: Soul Reaver

**Refill Health:** Hold L1 and press Down, Circle, Up, Left, Up, Left.
**Next Level Health:** Hold L1 and press Right, X, Left, Triangle, Up, Down.
**Maximum Health:** Hold L1 and press Right, Circle, Down, Up, Down, Up.
**Refill Magic:** Hold L1 and press Right, Right, Left, Triangle, Right, Down.
**Maximum Magic:** Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
**Pass Through Barriers:** Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
**Wall Climbing:** Hold L1 and press Triangle, Down, L2, Right, Up, Down.
**Hurt Raziel:** Hold L1 and press Left, Circle, Up, Up, Down.
**Force:** Hold L1 and press Left, Right, Circle, Left, Right, Left.
**Constrict:** Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
**Force Glyph:** Hold L1 and press Down, Left, Triangle, Down, Up.
**Stone Glyph:** Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
**Sound Glyph:** Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
**Water Glyph:** Hold L1 and press Down, Circle, Up, Down, Right.
**Fire Glyph:** Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
**Sunlight Glyph:** Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
**Shift at Any Time:** Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

## Madden NFL 2000

*Enter one of the following codes at the code entry screen to activate the corresponding cheat function.*
**20 Yard First downs:** FIRSTS20
**Super Stiff Arm:** SMACKDOWN
**Super Jump:** SPRING
**More Injuries:** PAINFUL

[illegible] on page 188

# READER TRICKS

**Hot Shots Golf 2**
from *janoldf@webtv.net*
To unlock all characters, courses, clubs, balls, goodies and be a top pro enter 2GSH as your name at the start of a new game.

**Spider-Man Codes**
from *Mike Goodloe*
For all of these codes select the "Special" option from the main menu, then choose "Cheats."
***Level select:*** XCLSIOR
***Invincibility:*** RUSTCRST
***Infinite webbing:*** STRUDL
***All comic books:*** ALLSIXCC
***All movies:*** WATCH EM
***All characters in viewer:*** CVIEW EM
***Storyboard viewer:*** CGOSSETT
***"What if contest?" mode:*** GBHRSPM
***Ben Reilly costume:*** BNREILLY
***Symbiote Spidey costume:*** BLKSPIDR
***Spidey 2099 costume:*** TWNTYNDN
***Captain Universe costume:*** COSMIC
***Spidey Unlimited costume:*** PARALLEL
***Scarlet Spidey costume:*** LETTER S
***Amazing Bagman costume:*** AMZBGMAN
***Peter Parker costume:*** MJS STUD
***Quick Change Spidey costume:*** ALMSTPKR
***J. James Jewett:*** RULAR
***Full Health:*** DCSTUR
***Big Head mode:*** DULUX
***Debug mode:*** LLADNEK
***Unlock Everything:*** EEL NATS

**Spider-Man Non-Profanity Code**
from *jnmcg@cableone.net*
Go to Special and then to Cheats. Enter the word "ass" and go to finish. Spider-Man will appear on the screen and punch the word!

**Landing the $00 in Tony Hawk's Pro Skater**
from *Owen Humphreys*
The best way to do it, (I land it ever time) is to make sure you have a decent amount of speed (best if you do this in a halfpipe or pool, almost all levels have something like it) and then enter Right, Down as you're going up the ramp and hit O the second you leave the ramp. It lands it every time for me.

**New Pro Skater Grind**
from *MikeExpo@aol.com*
In THPS, you can do a special grind in the air by pressing the direction on the d-pad, then holding square and circle simultaneously instead of triangle. For example as Jamie Thomas, leap into the air and press up and up, then hold square and circle for as long as you want. This also works with the Burntwist and the Ho Ho Ho.

**Marvel vs. Capcom**
from *Aaron Willis*
In Cross-Over Mode, after you have chosen your one character, hold START and the following button commands to receive the specific fighters.
***Anita***—3 Punches (Square+Triangle+L1)
***Cyclops***—Jab+Short+Strong (Square+X+ Triangle)
***Iceman***—Strong+Forward (Triangle+O)
***Juggernaut***—Jab+Forward (Square+O)
***Lou***—Strong (Triangle)
***Michelle Heart***—Jab+Short (Square+X)
***Pure and Fur***—Short (X)
***Saki***—Fierce (L1)
***Shadow***—Jab+Forward+Fierce (Square+O+L1)
***Thor***—Short+Strong (X+Triangle)
***Unknown Soldier***—Jab (Square)
***Colossus***—Jab+Strong+Forward (Square+Triangle+O)
***Devilot***—Strong+Fierce (Triangle+L1)
***Jubilee***—Short+Strong+Fierce (X+Triangle+L1)
***Arthur***—Jab+Strong (Square+Triangle)
***Magneto***—Short+Fierce (X+L1)
***Pyslocke***—Forward (O)
***Rouge***—3 Punches+Short (Square+Triangle+L1+X)
***Sentinel***—Strong+Forward+Fierce (Square+O+L1)
***Storm***—Jab+Short+Fierce (Square+X+L1)
***Ten Pooh***—Jab+Fierce (Square+L1)
***U.S. Agent***—Forward+Fierce (O+L1)

**Dave Mirra's BMX Big Fall**
from *Steve Stewart*
In DMBMX pressing all the buttons at the same time will guarantee a fall from your bike. It will create some of the funnies and most painful falls in this extreme sport.

**Legacy of Kain: Soul Reaver**
from *tommyW232@aol.com*
***All Abilities***—Hold L1 press up up down right right left circle right left down
***Fire Reaver***—Hold L1 press triangle right down circle up
***Aerial Reaver***—Hold L1 press X right up up triangle left left right up
***Kain Reaver***—Hold L1 Press X circle right triangle left left right up

# INTERNATIONAL TRACK & FIELD

## WIND SPRINTS

If you're in the mood to lose your fingerprints in order to win a race, you can skip over this advice. This is for anti-masochists. Now, for the rest of you, here are a couple of techniques to really boost your speed down the 100m runway.

1. **USE A PEN:** A No. 2 pencil might be perfect for standardized testing, but all it'll get you here is a yellow X button. Go with a rounded pen for best results and run it back and forth over the X and O buttons at a ferocious pace. There's no better way to hurry to the finish line.

2. **USE YOUR OTHER HAND AS AN ANCHOR:** When you're really lashing away at the buttons, the one thing that can really throw your game off is your utensil of choice flying off the controller altogether. One way to avoid this is to use your left hand to anchor the controller. Check out the diagram for best results.

One of the most exhausting and trying adventures on the Olympic circuit is the freestyle. From the moment you dive into that aquatic wonderland you'll have to bust your butt (and every muscle in your arm) to bring home the gold. Here are a few tips, but the one we're not mentioning (lifting weights for a few hours each day) might be your best bet.

3. **MOUNTING THE CONTROLLER:** Our best efforts have been achieved while resting the controller atop a knee for balance. It gives a really good arm angle so you can get the most taps in the shortest amount of time.

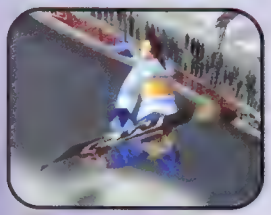
4. **TAPPY-TAPPY:** We've tried everything on the tapping front. What works best? Well, there are two schools of thought. Check the pictures to see the variations. Which one is better? Depends on which one helps you avoid carpal tunnel over the long haul.

5. **RHYTHM IS A SWIMMER:** Beating the buttons to death doesn't seem like the best way to steal gold, not to mention your arm might detach into a hemorrhaging heap. Your best bet is to find a rhythm and keep it up. Sure you'll be grinding your teeth, sure your hand will ache, but the glory will come if you kept a well-timed pace better than your neighbor.



Ride the entire mountain.

Build your own mountain
full of cars, kickers, trees and rails



Combine jumps, tricks and grinds
in the all-new stunt mode

We've given you total freedom.
Now shut up and ride.





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# SSX

## Unlocking Bonuses: How to get the good stuff

**Jurgen (Locked Character)**
Earn one Gold Medal in any mode
**JP (Locked Character)**
Earn two Gold Medals in any mode
**Zoe (Locked Character)**
Earn three Gold Medals in any mode
**Jurgen (Locked Character)**
Earn four Gold Medals in any mode
**3rd Board**
Reach Rookie rank to unlock
**4th Board**
Reach Sensei rank to unlock
**5th Board**
Reach Contender rank to unlock
**6th Board**
Reach Natural rank to unlock
**7th Board**
Reach Star rank to unlock
**8th Board**
Reach Veteran rank to unlock
**9th Board**
Reach Champ rank to unlock
**10th Board**
Reach Superstar rank to unlock
**11th Board**
Reach Master rank to unlock
**3rd Outfit**
Complete all Green Circle tricks
**4th Outfit**
Complete all Blue Square tricks
**Unlock Mercury City Meltdown**
Earn a medal on Elysium Alps
**Unlock Mesablanca**
Earn a medal on Mercury City Melt
**Unlock Tokyo Megaplex**
Earn a medal on Mesablanca
**Unlock Aloha Ice Jam**
Earn a medal on Tokyo Megaplex
**Unlock Pipedream**
Earn a medal on Tokyo Megaplex
**Unlock Untracked**
Earn a gold medal on Aloha Ice Jam and Pipedream

## Showoff mode: Earning the big points

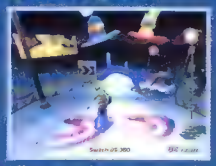
**Crucial Instructions:** If you are planning on earning any Gold Medals in the Showoff mode, you're going to need a few tips to set you in the right direction. Showoff mode is the most challenging, as well as the most fun element in SSX. You will have to master the course as well as your snowboarder in order to succeed.

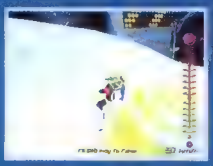
**First Things First:** Choose a boarder that is skilled in the tricks category. Since most of your points are going to be from these tests of skill, you're going to want as many bonuses as you can get. Mac or Kaori make excellent choices. Moby also works well, but avoid using Elise at all. She doesn't measure up to the rest of the crew. If you have a few races under your belt, the board upgrades will help you out significantly.

**Never a Dull Moment:** If the course is good and clear and you have some breathing space, try to do some simple tricks to build up your points. Every little bit helps. The spins are nice as they are a low-risk move with a nice payoff.

**Riding up the Sides:** Whenever you see a sharp curve, consider riding up the side and jumping at the top into a sweet trick. These easily forgotten sections can provide excellent trick opportunities. Doing this does slow you down a bit, so if you're under tight time constraints, you should use your discretion, so don't get too daring. A good jump combo[illegible] comboed properly.

**The Shortcuts:** Many of the shortcuts in the game will give you access to a nice jump. Take advantage of them and you can pull out some of your most flamboyant moves. This is particularly useful in the later levels, where the time limit can be crippling and the hazards numerous. Be warned: Unless you are familiar with a path, it might cost you time if you miss up.


*If you are in the open, try a simple spin move for extra points.*


*Sharp turns can be turned into [illegible]*

## Multipliers

**Three Delicious Flavors:** Hidden throughout the courses in Showoff mode are the Crystal Multipliers. These icons, which are usually placed in hard-to-reach areas like the arc of a large jump, will multiply the score of the trick you are doing when you hit them (you still have to land properly to get the points). If you want to build up a huge score, you need to hit as many of these as possible. Oftentimes a simple yellow crystal (x2) is enough to get you over the top.

**Shortcuts:** The courses in SSX are enormous and there are multiple paths and shortcuts to take. We can't tell you every route to ensure that you get to the finish line before the computer does, but look for shortcuts at places with an SSX logo nearby.

**The Trick Book:** To open a trick, perform it in any of the modes. Sometimes it may seem as though you've done a trick already, but it won't appear in your book. This means that you've comboed it. Your move will not count if it is done as part of a combo.


*Use the freestyle mode to fill up your trick book*

## Power-ups: The key to success!

**Speed Boost (Racing Only):** Blast through this power-up and you'll get an instant boost to your top speed. This only lasts a short time, and if you crash, it will leave you even quicker. Still, this should get you the speed you need to pull off the real gnarly tricks.

**Trick Boost (Racing Only):** This power-up serves two purposes. First, it allows you to get more spin in your rotations or flips so you can perform bigger tricks. Secondly, since bigger tricks give you more boost, it sets you up getting even more boost.

**Snow Crystal Multiplier (Showoff Only):** If you really want to rack up the big points, you're going to want to hit this power-up while you're performing a move. The red ones are the most advantageous, but they're located in the most hard-to-reach spots.

**X2 Crystal Multiplier**
**X3 Crystal Multiplier**
**X5 Crystal Multiplier**

*(cont. from page 186)*

**More Sacks:** QBINTHECLUB
**More Fumbles:** ROLLERGIRL
**Easier Interceptions:** PICKEDOFF
**No Interceptions:** EXPRESSBALL
**Less Penalties:** REFISBLIND
**Big Versus Small Players:** MINIME
**Camera Follows Football:** VERTIGO
**Antarctica Stadium:** XMASGIFT
**Dodge City Stadium:** WILDWEST
**EA Sports Stadium:** ITSINTHEGAME
**Tiburon Stadium:** WEPUTITTHERE
**Tiburon Bros. Stadium:** COTTONCANDY
**Industrials Team:** NTHEFUTURE
**Marshalls Fantasy Team:** COWBOYS
**All-Madden Team:** TEAMMADDEN
**All '60s Team:** MODOBABY
**All '70s Team:** LOVEBEADS
**1972 Steelers Team:** DONTGOFOR2
**1972 Raiders Team:** GETMEADCCTOR
**1976 Raiders Team:** GAMMALIGHT
**1976 Patriots Team:** HACKCHEESE
**1981 Dolphins Team:** ISMOREMIN
**1981 Chargers Team:** BUILDMONKEYS
**1985 Dolphins Team:** [illegible]
**1985 Bears Team:** DOOMWALL
**1986 Browns Team:** KAMEHAMEHA
**1986 Broncos Team:** BLUESGREEN
**1988 49ers Team:** CALMESALT
**1988 Bengals Team:** PTMOMINFOGET
**1990 Giants Team:** PROFSMOOTH
**1990 Bills Team:** SPOON
**1995 Steelers Team:** STEAMPUNK
**1995 Colts Team:** PREDATORS
**1997 Packers Team:** TUNDRA
**1997 Broncos Team:** EARTHPEOPLE

### Medal of Honor

Enter these codes while making the Enigma machine your [illegible] in the training.

**Captain Dye Mode:** Go to the Enigma machine before starting a new game. Enter CAPTANDYE into the machine. While this code is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commercial on

**Nifty Multiplayer Power-ups:** Go to the Enigma machine before starting a new game. Enter LENNYMODE to turn on Nifty Multiplayer Power-ups. Using this code adds an entirely new dimension to the multiplayer game.

**American Movie Mode:** Go to the Enigma machine before starting a new game. Enter SFRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English in such a terrible American movie

*cont. on page 190*

0.3. APPAREL CREATED BY THE ECKÓ MINDLABS

WWW.PHYS-SCI.COM

## RIDGE RACER V

### UNLOCKING THE PAC-MAN CHALLENGE

**The Pac-Man Race**

[illegible] miles [illegible] Pac-Man [illegible] In this race, Pac-Man has [illegible] plete three lap [illegible] All four ghostly competi[illegible] driving styles [illegible] friend from visiting the winne[illegible]





**The Ghost Cars**

[illegible] Dewitt [illegible] them [illegible] less [illegible] he passes you. [illegible] hief mechanic. His bike [illegible] the green lig[illegible] Wait for the cloud [illegible] the road.

## MADDEN 2001

*Madden 2001 for the PS2 may look absolutely fabulous, but that won't help you avoid a butt-kickin'. Here are some tips so you can try losing by less than 30.*

### PICK A HOLE

If you're going to run the ball successfully, you'll have to exercise patience more than you'll exercise the X button. In fact, it's best not to use your speed burst until you've busted past the line. Wait for the play to develop and then pick the widest hole. Just because you're supposed to run up the middle doesn't mean it's going to be a cakewalk through the trenches. Some of the biggest runs (though some unkind losses happen, too) come from bouncing to the outside once the inside is jammed up.

Also, remember that your jukes and your spin move are analog. What does that mean? Well, if you're in a big hurry to go north, just a tap of the R1 or L1 is all you'll need to pull off a quick evasion. But if someone's closing in and you just need an extra yard or two, take time to hold down a juke button to get more of a "power" juke. Same goes for the Spin Move. If you just want to slip by, tap O; but if you want to do a stop-and-go-style spin and change direction along the way, then hold O down.

### GET YOUR KICKS

[illegible]

### DA BOMB

If you've got a big play arm attached to your quarterback's body, start looking at your cast of wide receivers to see who has the breakaway speed. Not every team is equipped with an athlete like Randy Moss, but surely there's someone who can get a step on a few d-backs. Once you're in the known, plug the receiver into your lineup. Now, find your Max Protect plays. Oftentimes they'll be in the I Form part of the playbook. Once everyone's raring to go at the line, tap Triangle to bring up Hot Routes. Now hold the icon associated with your speediest receiver (we'll say he's represented by Square in this example) and push Up. Snap the ball and watch that receiver go straight out. Once you feel he's got the step he needs, tap the Square button, and we mean tap, and watch the footrace. Oftentimes the ball will be overthrown or it will be caught. If it's caught, you've got yourself a big-time catch, often more than 40 yards.

cont. from page 188

**Unlock Col Müller:** Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col. Müller in Multiplayer Mode.
*From the options screen, choose "Password" and enter any of these codes into the Enigma Machine.*
**Unlimited Ammo:** BADLOPANOW
**4x Firing Rate:** 1CCSUDDEC
**Reflecting Shots:** GOBLLE
**Unlock William Shakespeare in Multiplayer:** PAYBACK

**Unlock Winston Churchill in Multiplayer:** FINESTHOUR
**Unlock the Raptor in Multiplayer:** SSPELBERG
*From the options screen, choose "Password" and enter any of these codes into the Enigma Machine. These codes work in Multiplayer Mode.*
**Codes for Multiplayer Mode:**
Unlock Wolfgang: HOODJP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE

[illegible] BEAHIGH
Unlock Brad: ROCKETMAN
**Codes Unlocked on the Gallery Screen:**
[illegible]
[illegible]
[illegible]
[illegible]
BGORFIA
[illegible]
[illegible]
DASBOOT

[illegible]
[illegible]
Unlock [illegible] Max [illegible] (Hist[illegible] MET
[illegible] Max [illegible] and [illegible]
[illegible] Max [illegible]
[illegible] Max [illegible]
[illegible] BADA
[illegible] Development Team
[illegible]
[illegible] Staff
[illegible]
[illegible] Future: LOOLCHICK

A. Jones Picture: AJRULES
**Mission Log Codes:** *For the next two codes, create a saved game. Enter the passwords, then highlight Mission Log and go to an previous stages. Turn on the options in the Secret Codes screen.*
Apple Murphy Mode: Incredibl[illegible]
MOSTMELALS
Wire Frames: TRACERON
**Cheaters Never Prosper:** *Enter these codes in either the title screen or the main menu. [illegible]* [illegible] page 190

# LARGEST SELECTION OF MUSIC STUFF


# WIN

## OVER $25,000 IN PRIZES

Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

### CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accesories and 36" monitor. Base prize package value $1400.

### CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

### CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Options include Satellite TV and camcorder. Base prize package value $7475.

**Make It Happen.** All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

**Future Puzzles.** For each contest prize option you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

**Directions.** Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are [illegible]

[illegible]

## PRIZE PUZZLE

### WORD LIST

| | | | |
|---|---|---|---|
| TOWER | - P | LEGAL | - Y |
| EARTH | - X | EMPTY | - V |
| WORLD | - U | WATER | - T |
| SPACE | - W | COAST | - A |
| ~~HAPPY~~ | ~~- O~~ | FIELD | - B |
| SHARE | - Z | BLADE | - D |

| | | | | | | |
|---|---|---|---|---|---|---|
| | | T | | | | |
| H | A | P | P | Y | O | |
| | L | | | | | |
| | | | S | | | |
| | | | | L | | |

SECRET WORD →

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue

**ENTER ME IN THE FOLLOWING CONTESTS:**

- ☐ ($3) Video Game
- ☐ ($3) Computer
- ☐ ($3) Home Theater
- ☐ ($5) Enter All Three

102

Name

Mailing Address — Apartment #

City — State — Zip

Area Code — Phone Number

**SEND CASH, MONEY ORDER OR CHECK TO:**

ELATION, P.O. BOX 44213 DEPT 953, EDEN PRAIRIE, MN 55344



Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $8375, cash options $1250. For any questions e-mail us at elation@uswest.net, or call us at 952-826-0033.

# CHRONO CROSS™

*Second installment of our two part strategy. Check out our November issue for the first half.*

## Section 25 — Worthy of Hanging on the Refrigerator

**Location:** The Temporal Vortex
**Plot Progression:** Recruit Spriggg, then meet Harle in the room at the top. Catch Harle and escape from the Vortex by way of the hole at the bottom of the area you appear in.
**Possible Party Members:**
SPRIGGG—Joins automatically
HARLE—She joins after you open the door to reality
**Miscellaneous:** ① Don't forget to re-allocate your elements. ② Walk onto a branch to shake a fruit loose, then enter Spriggg's house before she gets back from seeing what happened. ③ To get the chest in the opening area, push the higher rock down two levels so it knocks the other out of the way. ④ Open the door that leads to Harle (in disguise) three times to catch her. ⑤ Use the lever in the Escher-esque area to open another path.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Total Chaos | 240 | Black | 520 | Mythril, Gravitonne | Mythril, Trashy |

## Section 26 — Does That Make Me More Dangerous...?

**Location:** Hydra Marshes, Opassa Beach, Arni Village
**Plot Progression:** In Opassa Beach, attempt to use the dimensional gate. When it doesn't work, head to Arni Village and speak to Serge's mother. Head to Termina from here.
**Possible Party Members:** RADIUS—He joins after you defeat him.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Radius | 790 | Green | 8 | Heal, Magnify | Pendragon Sigil B, Panacea |

## Section 27 — Friends Come in All Shapes and Sizes

**Location:** Fossil Valley, Shadow Forest, Termina
**Plot Progression:** On the way to Termina, stop by the Shadow Forest to pick up a new party member. In Termina, talking to the guard near the bar reveals that your next stop should be Viper Manor.
**Possible Party Members:** FUNGUY—Find him in the cave in the Shadow Forest and give him the Mushroom the lost traveler gave you.
ZAPPA—"Let him join" when you talk to him in the Blacksmith's Shop.
VAN—"Hire him" for a tour when speaking to him in his house, then tell the woman who comes to collect money "No, we're serious."
**Miscellaneous:** ① 300 G fills Van's piggy bank (bring Van to his room). ② The Smith Spirit, when used on the world map, calls up a portable Blacksmith Shop.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Fireball Dingo | [illegible] | [illegible] | 8 | Leather Ointment | Tablet, Capsule |
| Mama Dingo | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] Cap |
| Dronad | [illegible] | Green | [illegible] | [illegible] | [illegible] Carapace |
| Dodo | [illegible] | [illegible] | 95 | [illegible] | Mythril, Magnify |
| Bolt | [illegible] | Green | [illegible] | [illegible] | [illegible] Capsule |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] Antidaster |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Cure Plus, Deluge |
| Gloop | 205 | Blue | 250 | Cure Plus, Numble | Numble, Deluge |

## Section 28 — This Old House

**Location:** Viper Manor
**Plot Progression:** Find Norris so you can get permission to use the boat at the Termina docks.
**Possible Party Members:** NORRIS—Joins when you speak to him.
**Miscellaneous:** ① Use the well to enter the manor. ② In order to battle through the dungeon section of this area, return to the manor with Norris in your party and jump down the sinkhole near the guard on the rubble by the main entrance. ③ Toss the two barrels into the water to create a makeshift bridge to the valve room.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Alphabat | 260 | Black | 60 | [illegible] | Hell Bound, Gravity Blow |
| Gloop | [illegible] | Blue | [illegible] | Cure Plus, Medicine | Cure Plus, Medicine |
| Witchetty | 450 | Blue | 240 | Humour, Medicine | Cure Plus, Aqua Ball |

*(cont. from page 190)*

*"hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle

### MediEvil II

**Cheats Menu:** Press Start to pause the game, then press and [illegible] L2 button. While holding [illegible] Triangle, Circle, Triangle, C[illegible] Circle, Triangle, Left, Circ[illegible] Down, Right, Circle, Left, [illegible] Triangle, Right, Circle, Left, [illegible] "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll [illegible] other options that add health, money and weapons.

### Metal Gear Solid

**Snake's Tuxedo:** [illegible]

### Monster Rancher

[illegible] *must also have another game called "Tecmo's Deception" to do this trick.*
**Secret Monster:** When you are about to breed a monster, put in the [illegible] exception game CD and you [illegible] character from that [illegible] Ardebaren when you [illegible] monster in the shrine [illegible], PlayStation and computer data CDs that have one track on them will produce purebred monsters.

### NBA Shoot Out 2000

**Hidden Easter Egg Menu:** While playing a game, press Start to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

### Need for Speed: High Stakes

**Cop Code:** Enter the game option

*(cont. on page 194)*

## Section 29 — Been There, Done That

**Location:** Mount Pyre, Fort Dragonia
**Plot Progression:** Use the small boat at the Terminal dock to reach Mount [illegible] pass through it to reach Fort Dragonia. As before, trigger the yellow [illegible] and white crystals to unlock and start the elevator. Once Draggy [illegible] the El Nido Triangle to the south
**Possible Party Members:** Draggy—Placing the Big Egg in the incubator [illegible] and te[illegible] him "Sure" when he asks you to help him to find his parents
**Miscellaneous:** ① See Section 24 for the correct sequences for the yellow cry[illegible] area. ② If you come here later with Steena, using the Dragon Tear will trigger [illegible] crystals automatically

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | Red | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] Doggity | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | 590 | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | 500 | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | 1000 | [illegible] | [illegible] | [illegible] | [illegible] |
| Chandrion | 500 | Red | 200 | White Dragon Fangs | Denadonte, Trashy Tiara |

## Section 30 — Little Blue Men

**Location:** El Nido Triangle, Sky Dragon Isle
**Plot Progression:** Get the Star Fragment from the triangle, t[illegible] Isle to draw the owner of it out
**Possible Party Members:** Starky—Cal[illegible]
**Miscellaneous:** ① Open the chest atop Sky Dragon Isle to batt[illegible] ② Take Starky to see the swordfish hanging in Arni Village to [illegible]

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Sel[illegible] | 990 | [illegible] | 771 | Mythril Gauntlets | Nostrum, Cure All |
| Fully | [illegible] | [illegible] | 88 | Mythril | Mythril, Deluge |
| Mega Starky | 2900 | [illegible] | 1000 | Mag Negate, N/A | Angel Charm, White Brooch |

## Section 31 — Dwelling on the Past

**Location:** Marbule, the Cruise Ship S.S. Zelbess
**Plot Progression:** Gather information on Marbule, then head to the S.S. Ze[illegible] board, battle the Sage while making your way to the Grand Slam. Sail to the [illegible] Sea once you have the Fiddler Crab
**Possible Party Members:**
Irenes—Check out the voices you hear when you rest in the abandoned hut in Marbule to catch a quick glimpse of Irenes. After defeating the Sage on the Zelbess, cross over to Nikki's ship and tell him "Of course" you'll help him. Then just "Have her join your party."
Sneff—After defeating the Sage, see Sneff in the casino, the [illegible] follow him to his dressing room to "Have him join your party."
Janice—Have her join your party after you defeat her in the Grand Slam arena
**Miscellaneous:** ① Speak to Great Explorer Toma in Marbule. Ask him about all the [illegible] o share. ② On board the Zelbess, watch the Sneff Family Show. ③ [illegible] semi-humans in the room next to Sneff's dressing room. ④ Accept [illegible] challenge, then play against him in the casino. ⑤ Enter the inn to come up [illegible] then re-watch the Sneff Family Show, this time "Volunteering" to help [illegible] ⑥ [illegible] d up the ladder at the inn and get the "Handle" from the cheating device [illegible] uette wheel. ⑦ Have Sneff change you back, then challenge Fargo to [illegible] e match. ⑧ To catch the Sage that's just past the guarded door to the [illegible] er the opening he's going to come through. ⑨ Avoid using elements [illegible] ⑩ In the Grand Slam, you can choose a team of monsters to [illegible] r team. The monsters you can choose are the ones Sprigg can [illegible] o. ⑪ Use the rope at the crow's nest to reach Nikki's sh p.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | [illegible] | [illegible] | Mythril Helmet, N/A | Silver Pendant, Kung Fu Shoes |
| [illegible] | [illegible] | Blue | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | Black | [illegible] | [illegible] | N/A |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | N/A |
| Cuscus | 120 | Green | N/A | Dreamer's Scarf | N/A |

## Section 32 — The Truth Is Out There

**Location:** Dead Sea, Death's Door, Hermit's Hideaway, Isle of the Damned, Death's Door
**Plot Progression:** Use the Fiddler Crab where it indicates the "Dead Sea" to open [illegible] Door. Upon being stopped, get Garai's Keepsake from the Hermit's Hideaway [illegible] Einlanzer Sword from the Isle of the Damned, then return to Death's Door
**Possible Party Members:** Skelly—After finding all six pieces of him (Heavy Skull, [illegible] y Scapula, Pelvic Bone, Good Backbone, Sturdy Ribs, Mixed Bones), return [illegible] rnate) and speak to Skelly's grandmother (house to the right of Genera[illegible] [illegible]per's statue). After giving Skelly a moment (leave the house and come back), talk to him and say the magic word, "Please."
**Miscellaneous:** ① Destroy enemies next to the sealed doors in the first section of [illegible] Damned to burn them open. ② Use Garai's Keepsake next to the [illegible] ve doors in the second section of the Isle of the Damned to open them. ③ [illegible] the Isle of the Damned (alternate), you can find an Eyeball, [illegible] Bones (the final piece of Skelly)

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Will-O'-Wisp | [illegible] | [illegible] | 80 | Fire Pillar, Inferno | Capsule, Heal |
| A[illegible] | [illegible] | Black | [illegible] | [illegible] | Mythril, Elbow Pad |
| D[illegible] | [illegible] | Black | [illegible] | [illegible] | [illegible] |
| D[illegible] | [illegible] | Black | [illegible] | [illegible] | [illegible] Nova |
| W[illegible] | [illegible] | Black | [illegible] | [illegible] | [illegible] Nostrum |
| G[illegible] | [illegible] | Black | [illegible] | [illegible] | [illegible] Capsule, Heal |

[illegible] page

screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

### NFL GameDay 2000

*Enter the options screen [illegible] choose the "E[illegible]n. Then, enter one o[illegible] codes to activate the [illegible] respo[illegible] cheat function*

**Receivers Catch Better:** GLOVES
**Super Speed Bursts:** JUICE
**Super Stiff Arm:** PISTON
**All Players Have Equal Abilities:** EVEN TEAMS
**No Penalties for Home Team:** HOME COOKING
**Running Back Is Juiced:** [illegible]
**Hidden Difficulty Level:** GD C[illegible] LENGE
**Large Players:** GOLIATH
**Tall and Thin Players:** PE[illegible]
**Tiny Players:** FLEA CIR[illegible]

### NHL 2000

*Under the "Adv[illegible]*

**Awesome Players:**

**Awesome Defensemen:** [illegible]

[illegible] nsh. After you do [illegible] Want to [illegible] e a player like him. Answer [illegible] quest on. Now you [illegible] s player's name, but [illegible] r attributes. Create [illegible]

**Awesome Goalie:** [illegible] you do this, it [illegible] nt to create a [illegible] er. "Yes" to this [illegible] can change this [illegible] t change any [illegible] ibutes. Now you can have [illegible] ith high stats

### NHL: Rock the Rink

*From the main menu screen [illegible] the NHL Challenge option. [illegible] "New User" and enter one [illegible]*

**NHL Teams Available:** BAILEY
**Boards Reward:** POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

## Section 33 A Path Not Taken

**Location:** Deal[illegible]

**Plot Progression:** [illegible]

**Miscellaneous:** [illegible]

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | 218 | Black | 150 | [illegible] | Capsule, Heal |
| [illegible] | [illegible] | Black | [illegible] | [illegible] | Mythril, Knuckle |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Mythril, Cold Earring |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] Stones, Sight Scope |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Mythril, Sight Scope |
| [illegible] | 370 | Red | [illegible] | [illegible] | Heal, Carnivore |
| Miguel | 2050 | [illegible] | 1540 | [illegible] | N/A |

## Section 34 An Alliance with the Dragoons

**Location:** Op[illegible] Beach [illegible] Terminal alternate

**Plot Progression:** [illegible] Terminal alternate [illegible] the Viper Manor alternate

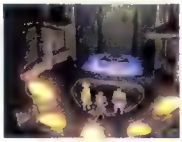
**Possible Party Members:** Karsh [illegible] the Terminal bar chose either him or Zoah

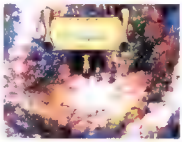
Zoah [illegible] In the hidden [illegible] the Terminal [illegible] Watch

**Miscellaneous:** [illegible] the Fossil Valley [illegible] nate [illegible] his [illegible] 2 [illegible] Terminal alternate [illegible] money [illegible] return [illegible] room [illegible] World's Terminal

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Tutenkhaman | 295 | [illegible] | 800 | [illegible] | Capsule Sk, Dann Ring |
| Sh[illegible] | 305 | Black | 470 | [illegible] | Free Fa, Daemon Charm |
| Di[illegible] | [illegible] | [illegible] | 60 | [illegible] | Pellet, Heal |
| Dodo | 161 | [illegible] | 2 | Feather, Bo[illegible] | Feather, Purify |





## Section 35 Damsel in Distress

**Location:** [illegible] Manor alternate

**Plot Progression:** Enter the manor through the front gate and rescue Lady Riddel from the prison in the basement. Head to Hermit's Hideaway (alternate) once you've made your escape

**Possible Party Members:** Orcha [illegible] Cook Farm

Grobyc [illegible]

**Bonus Moves:** AMWEAR

**Sound Effects Reward:** [illegible] back to the main menu and access the Rewards option. [illegible] Now the Arte Menu [illegible] Mr. Tempeny

### Oddworld: Abe's Exoddus

**Level Select:** At the main menu, hold R1 then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right

**View all FMVs:** At the main menu, hold R1 then press Up, Down, Left, Right

[illegible]

**Invincibility:** [illegible] R1 [illegible] Triangle, [illegible] X [illegible] Down, Down, Circle, Triangle, [illegible] X

**Next Section Warp:** During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat [illegible] section in the game [illegible] use the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of the game will decrease the number of saved [illegible]

Mud [illegible]

### Resident Evil: Director's Cut

**Double Ammo Trick:** [illegible] the ammo every time you pick up a [illegible] ammo. Advanced Mode at the main menu. Press and hold Right until the word Advanced turns green. When it goes, start the game. Now all the ammo you pick up is doubled

### Resident Evil 2

In addition to the [illegible]

## STRATEGY GUIDES

*Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, it's not. Will the guide make you a better gamer? It'd better, or we'll tell you to save your cheddar.*

**Tony Hawk's Pro Skater 3**

There's tons to do in this sequel and this is a book that will show you just about everything you need to know. The problem is that the guide tells you where things are, but not how to *get* them. One thing this guide details perfectly are the plethora of gaps and a list of unlockables. Handy, but hardcore THPS guys will only need it for the gap guide.

Final Score ●●●●

www.bradygames.com

**Parasite Eve II**


When it comes to walk-throughs, it's hard to get more thorough than the impressive Parasite Eve II Guide. The detailed encyclopedia of every weapon, item, Parasite Energy, enemy and boss proves surprisingly helpful. The walk-through can be a bit fuzzy on specifics (like the exact time in which you need to beat the first boss in order to get the good ending), and the maps are screenshots taken from the in-game maps. But these are small complaints about an extremely solid product.

Final Score ●●●●

www.bradygames.com

**NFL GameDay 2001**

The day someone makes a useful strategy guide for a football game is the day *OPM* will holler from the tops of buildings telling you to buy it. That day has yet to come and Prima's GameDay guide is further proof of that. Besides a really cool cover, a list of 13 Easter Eggs (which we'll put in a sidebar for you) and some ideas on what plays to call, everything else can be found in the game. Do we really need to know Tim Couch's height and weight? A resounding "No." Save your money for burning, because this guide won't teach you much.

Final Score ●●

www.primagames.com

**Threads of Fate**

Since the puzzles in Threads of Fate aren't exceedingly difficult, the only reason to purchase this guide is for help in defeating the game's two or three tough bosses. You also get a bestiary of enemies, a couple useful sets of maps, a whopping two secrets and a ton of info you should know from the instruction booklet. Overall, it does a good job of trimming your game time from a dozen hours down to eight or nine...if that's what you want to do with your hard-earned 15 bucks.

Final Score ●●●

www.bradygames.com

# MONSTER RANCHER BATTLE CARD EPISODE II

## UNLEASH CELINE'S INNER MONSTER

Like the past two Monster Rancher games, Battle Card lets you turn to an eclectic assortment of music and game CDs to spawn unique creations. Got a Celine Dion CD? No need to hide your shame anymore—it's all for the love of the game!

### MUSIC

Name of artist/*Name of CD*
**Card produced**

No Doubt/*Return of Saturn*
**Hare Rush Punch**

No Doubt/*Tragic Kingdom*
**Tiger Lightning**

Blink 182/*Enima of the State*
**Blow Away**

Celine Dion/*Falling Into You*
**Golem Roller**

Britney Spears/*Oops! I did it Again*
**Naga Whirl Blow**

Metallica/*Justice for All*
**Phoenix Beak**

Beastie Boys/*Grand Royal*
**Tiger Right Claw**

Sound Garden/*Badmotorfinger*
**Metalner Yo Yo**

Rob Zombie/*American Made Music to Strip By*
**Dino Throw Away**

Dave Matthews Band/*Crash*
**Plant Life Steal**

Andrea Bocelli/*Sacred Arias*
**Phoenix Mys. Power**

Fear Factory/*Remanufacture*
**Mocchi Hide**

Brian Setzer Orchestra/*Dirty Boogie*
**Tiger Sonic Move**

Guns N' Roses/*Appetite For Destruction*
**Gali Evil Dance**

Kiss/*Greatest Kiss*
**Twinkling**

Korn/*Life is Peachy*
**Naga Evil Shots**

Jewel/*Pieces of You*
**Mocchi Roll**

Mariah Carey/*#1s*
**Mew Head Butt**

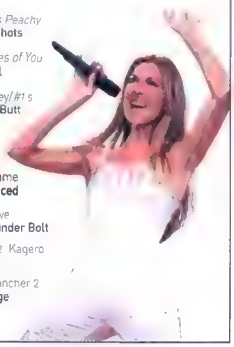
### GAMES

Name of game
**Card produced**

Dead or Alive
**HengerThunder Bolt**

Deception 2 Kagero
**Busy Time**

Monster Rancher 2
**Tiger Charge**

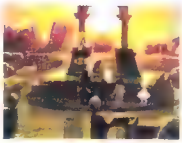


**Miscellaneous:** (1) Inspect the bust in General Viper's room to open the secret door. (2) Place the Decor Shield on the suit of armor that's missing a shield in the armory. Next, push the snake statue into the slot near the similar statue on the right wall to open a hidden door. Finally, inspect the pillar to the left to [illegible] the switch to shut off the trap in the room you've just uncovered. (3) Inspect the grate outside the guard's quarters to find a way into the basement and from there, the prison. (4) Use the valves to open gates and stop the water's current in the basement.

(5) Knock the barrels into the water to create a makeshift bridge. You'll need to leave and re-enter the basement. (6) You'll fight the Guillot twice. (7) Walk to the Shadow Forest end of the basement sewers to scare the Gerridae into knocking the chest into the water. Reach it by way of the well. (8) To get the Top Shot, you must return to Norris after rescuing Riddel. (9) If you bring Karsh to the Isle of the Damned (alternate) as described in the letter, you will battle Solt and Peppor (you can do this after you acquire Karsh in Section 36 if you chose Zoah earlier).

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Speed Punk | [illegible] | Blue | 140 | Comb All, Nimble | Antiviral Capsule, Blast |
| Lantern Jaw | [illegible] | Red | 564 | Cap | Magic Bread, [illegible] Cape |
| R[illegible] | [illegible] | Blue | [illegible] | [illegible] | [illegible] N/A |
| H[illegible] | [illegible] | [illegible] | 1[illegible] | [illegible] | Mythic, Protector Cap |
| R[illegible] | [illegible] | [illegible] | 280 | [illegible] | Capsule, Nimble |
| P[illegible] | 440 | [illegible] | 350 | [illegible] | [illegible] |
| G[illegible] | 2020 | Black | 1250 | [illegible] | [illegible] N/A |
| G[illegible] | [illegible] | [illegible] | 0 | [illegible] | [illegible] |
| S[illegible] | [illegible] | [illegible] | 5[illegible] | [illegible] | [illegible] |
| Peppor | 1040 | Yellow | 602 | Denadonite, Stone Mail | |



## Section 36 NEW RECRUITS

**Location:** Hermit's Hideaway (alternate), S.S. Invincible (alternate), Pearly Gates
**Plot Progression:** Rest for the night at Hermit's Hideaway (alternate), then regroup at the S.S. Invincible. After speaking with Harle at the Pearly Gates, seek the protection of the six dragons.
**Possible Party Members:** RIDDEL—Joins automatically upon your speaking to her at Hermit's Hideaway (alternate).
GENERAL VIPER—He joins when you find him on the S.S. Invincible.
FARGO—He'll join you just after General Viper.
MARCY—She joins right after Fargo.
KARSH—If you already have Zoah, he'll join after Marcy.
ZOAH—If you already have Karsh, he'll join after Marcy.

## Section 37 INTO THE MOSH PIT

**Location:** S.S. Zelbess, Marbule, Marbule (alternate)
**Plot Progression:** Have Fargo speak to his alternate self aboard the S.S. Zelbess. Destroy all the monsters in Marbule while Nikki distracts them, then travel to Marbule (alternate) to find the Black Relic.
**Possible Party Members:** MIKI—"Have her join your party" upon talking to her in the dining room of the S.S. Zelbess.
PIP—Talk to her in the hold of the S.S. Invincible.

*(cont. from page 195)*

*normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.*
**Play as Tofu:** This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.
**Alternate Costumes:** You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, [illegible] the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

### Speed Punks

**Boost Start:** This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.
**Instant Turbo Blast:** In the middle [illegible] game, press and [illegible] and Brake buttons. [illegible] turn your [illegible] complete [illegible] Accelerator and Brake [illegible]

**Miscellaneous:** To get the Valenc an Frame, you must do so before Nikki begins his concert

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Lagoonate | [illegible] | [illegible] | [illegible] | [illegible] | [illegible], Cure All |
| Black Dragon | 4,090 | Black | 215[illegible] | Grim Reaper's [illegible] | Black Plate, N/A |

## Section 38 Hellish

**Location:** Mount Pyre (alternate)
**Plot Progression:** Defeat both stages of the Fire Dragon
**Miscellaneous:** (1) Use the Ice Breath to freeze the lava if you haven't done so already (2) If you enter your world s Mount Pyre after defeating the Fire Dragon, you can now reach chests containing a Red Brooch, Inferno, Weaken and Strengthen

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Lava [illegible] | [illegible] | Red | [illegible] | [illegible] | [illegible] |
| C[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| F[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| Fire Dragon Stage 2 | 30,[illegible] | Red | [illegible] | Salamander's [illegible] | Red Plate, N/A |

## Section 39 Blue Meanie

**Location:** Water Dragon Isle
**Plot Progression:** Defeat the Water Dragon
**Miscellaneous:** (1) See Sect on 22 for the main item list (2) Tell the Water Dragon you seek "The Dragon God's blessing."

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Lagoonate | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| M[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Medicine, Antiviral Cap |
| S[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Anti Red, Sea Charm |
| Water Dragon | 267[illegible] | Blue | [illegible] | Blue [illegible] | Blue Plate, N/A |

## Section 40 Journey to the Center of the Earth

**Location:** Earth Dragon Isle, Earth Dragon Isle (alternate)
**Plot Progression:** Defeat the Earth Dragon
**Miscellaneous:** (1) Walk into the quicksand to land in the caverns below (2) Once you re blocked by the first Rockroach, leave the Isle and return to give the explorers time to move it Push or use the Explosives to move the Rockroaches (3) Seek "The Dragon God's blessing" upon talking with the Earth Dragon. (4) If you travel to Earth Dragon Isle (alternate) (optional) you ll find a Brace, Capsule and Upheaval, as well as a monster called the Criosphinx. Wearing the Yellow Plate turns any damage done by its Yellow elements into HP Defend and answer six questions by casting the correct colored element if you want, but you ll receive no reward "S lence be..." is Yellow, "Royal carpet" is Red, "First prize ribbon" is Blue, "Jealous monster's" s Green, "Top rank ..." is Black, "Knuckles of fear" s White

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Rockroach | 530 | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | 625 | Black | [illegible] | [illegible] | [illegible] |
| [illegible] | 600 | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Yellow Plate, N/A |
| Criosphinx | [illegible] | [illegible] | [illegible] | Sphinx's [illegible] | Denadorite, Rainbow Shell |

## Section 41 Land of the Lost

**Location:** Hydra Marshes, Gaea s Navel
**Plot Progression:** In the Hydra Marshes, catch a ride on the Wingapede to Gaea s Navel
**Possible Party Members:** Leah She joins automatically upon your arrival at Gaea s Navel
**Miscellaneous:** (1) See Section 17 for the items and enemies found in the Hydra Marshes (2) To get the Ancient Fruit, fight the Beeba who appears at the far left (3) If this s your first trip here, fight the Wingapede who arrives when you use the Beeba Flute at the open area toward the top, then return to the far left and fight the Beeba near the save spot Use the Beeba Flute at the end of the branch (where a Beeba is standing) to call the Wingapede a second (4) You can climb trees and vines in Gaea s Navel (5) To make Tyrano appear, return to the opening area When it s quiet, approach the center (6) With the field entirely green, the Green Dragon may cast Carnivore (7) Use the Beeba Flute at the spot in Gaea s Navel you were dropped off to get the Wingapede to return

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | [illegible] | 589 | Feather from Sentry | Forest Charm, Green Brooch |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| Green Dragon | [illegible] | Green | [illegible] | [illegible] | Green Plate, N/A |

## Section 42 The Final Relic

**Location:** Sky Dragon Isle (alternate)
**Plot Progression:** Defeat the Sky Dragon, then head to your world's Guldove

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Sky Dragon | 3650 | [illegible] | 2150 | Saints, N/A | White Plate, N/A |

### Spyro 2: Ripto's Rage!

*In the middle of the game, press Start to pause Now enter any of these button codes for these results You will hear a sound to confirm that you entered the code correctly*

**Big Head:** Up, Up, Up, Up, R1, R1, R1, R1, Circle.
**PaRappa (Flat) Mode:** Left, Right Left, Right, L2, R2, L2, R2, Square.
**All Abilities:** Circle, Circle, Circle, Circle, Square.

### Star Wars: Episode 1 The Phantom Menace

**Test Droid Debug Cheat:** Go to the main menu screen and move down to the Options Make sure you don t choose 1 and press Triangle, Circle, Left L1, R2, Square Circle, Left You will hear a confirmation sound Now press and hold L1+Select+Triangle at the same time and the screen will change to a Test Droid menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game

### Street Fighter Alpha 3

**Battle Shin Akuma:** You must first open up Final Battle Mode by beating the game on difficulty 7 or 8 Once you do this, select Final Battle Mode from the main menu screen On the character select screen press and hold L1+L2 and choose your fighter Keep holding until the VS screen appears You will then see Shin Akuma Now your

### Street Fighter EX 2 Plus

*can be found on the character select screen*

**Play as Garuda:** At the main menu, highlight Arcade and press Select, Select, Select, Right, Select Select, Down Select Select Select
**Play as Shadow Geist:** At the main menu, highlight Versus and press Select, Select, Select, Down, Select Select, Select, Select, Up Select Select, Select
**Play as Kairi:** At the main menu highlight Options and press Select Right, Select, Select, Select, Down Select Select
**Play as Hayate:** At the main menu highlight Bonus Game and press Select, Select, Up, Select, Select, Select Select Up, Select, Left, Select, Select, Select, Select, Select

(cont on page 198)

## Section 43 Back and Forth

**Location:** Guldove, Guldove (alternate), Guldove, Isle of the Damned, Hydra Marshes (alternate)

**Plot Progression:** Attempt to enter the house of Chief Direa. When turned away, head to Guldove (alternate) to get the Dragon Emblem. After getting it, return to Guldove and use it to get into Chief Direa's so you can talk to Steena. Collect Steena's missing two elements once she joins you. Head to Fort Dragonia when you're ready.

**Possible Party Members:** Steena—Talk to her at Chief Direa's house in Guldove after getting the Dragon Emblem.

**Miscellaneous:** (1) Use the Garai Keepsake to pass through the mirrored barriers in the Isle of the Damned. (2) The De-Hydrate can be found at the bottom of the hole in the open space toward the top of the Hydra Marshes (alternate) (where the Pentapus was in Section 17).

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] Waist Pad | [illegible] N/A |
| [illegible] | [illegible] | Black | [illegible] | Free Fall, Resistance Ring | Hell Bound, Daemon Charm |

## Section 44 Be Prepared

**Location:** Fort Dragonia, various locations.

**Plot Progression:** Use the Dragon Tear in the Room of Rituals (where you switched forms with Lynx). Once your party reforms, seek out all the level 7 elements you can (some characters will acquire them automatically). Head to the Dead Sea Ruins when you're ready.

**Possible Party Members:** All—except for Kid, any characters who were in your party before you switched forms with Lynx will return automatically. Use the Tele-Porter to see them).

Orlha - Once back in the form of Serge, speak to her at the Guldove (alternate) and show her the Sapphire Brooch.

Turnip - Use the Ice Breath at Hermit's Hideaway (alternate) to cool down the hot spot of land near the dwelling. Next, have Poshul inspect the vegetation that's growing in the same spot at the Hermit's Hideaway in your world.

**Miscellaneous:** (1) Inspect the pedestal in the Room of Relics to place the Dragon Tear. (2) If Kid was never in your party, you won't have the Ice Breath. (3) Nikki's ship, the Magical Dreamers, is docked next to the S.S. Zelbess in your home world. (4) For General Viper's level 7 element and Dragoon's Glory, head into the hidden room after talking to the barkeep. (5) To battle Dario, have the Memento Pendant in your inventory and Riddel in your party, and sail to the Forbidden Island (just west of the current between Fort Dragonia and the Hermit's Hideaway). (6) Equip the Black Plate to turn any damage done by Black elements into HP. (7) Receiving Leena's level 7 element depends on how you answered the questions at Opassa Beach and the Arni Village (alternate) per early on. To rescue the butterfly on Sky Dragon Isle, push the monster away from it with Neo Fio when it catches it. (8) Once you have the Master Hammer, bring Zappa to the Termina (alternate) and speak to the Zappa there. (9) If you have Rainbow Shells in your inventory, new weapons and armors will be available for you to forge (see Smith Spirit item for details). (10) You'll need Norris in your party to get past the gates of the Viper Manor (alternate). (11) To get to the area of the basement where the Magic Seal and Luccia's level 7 element are, use the grate in the kitchen of Viper Manor (alternate). (12) To get Doc's level 7 element "Hang Ten" you must have acquired him earlier (see Section 21), and not have him in your party when you go to Guldove (alternate) to give the Medical Book.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | Black | [illegible] | [illegible] | [illegible] |
| Dario | [illegible] | Black | [illegible] | Dreamer's Scarf, N/A | [illegible] |

## Section 45 Time Waits for No One

**Location:** Dead Sea Ruins, Fate Distortion, Sea of Eden, Clotho, Lachesis, Atropos, Future Ruins.

**Plot Progression:** At the Dead Sea Ruins, head into any of the three Fate Distortions. Next, enter each of the Time Distortions to battle one of three possible guardians—victory opens the Future Ruins.

**Miscellaneous:** (1) The Time Distortion you enter last, once inside the Fate Distortions, dictates which guardian you battle: Past is Vita Tres, Present is Vita Unus, Future is Vita Duo.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] N/A | White Brooch, Diva Tears |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| Vita-Duo | [illegible] | Blue | [illegible] | Diva Dress, Golden Tiara | White Brooch, Holy Healing |

## Section 46 Chrono Trigger

**Location:** Future Ruins, Time Fortress Chronopolis.

**Plot Progression:** Enter Chronopolis and make your way to the lab on floor B1.

**Miscellaneous:** (1) Use the wall switch to extend the first bridge in the septic pool area. (2) Use the sewer robot to extend the far bridge in the septic pool area. (3) Release the Security Level 2 lock on the doors and elevator by using the console in the map room on the second floor. (4) After speaking to the shadow figure by the chest on the third floor stairwell and hearing the briefing in the Time Egg room, return to the first floor docks to talk with the chief. (5) Return to the observation room on the fourth floor after the chief leaves the docks. (6) Use the Card Key to access floor B1 by way of the elevator. (7) Use the scanner at the end of the walkway on floor B1 to unlock the lab chamber.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Poltic Bomber | [illegible] | [illegible] | [illegible] | Poltic Magnetic, N/A | [illegible] |
| [illegible] | [illegible] | Red | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| Fa[illegible] | [illegible] | Black | [illegible] | [illegible] | Holy Healing, Earth Light |

(cont. from page 197)

**Satellite Fall and Excel Bonus Games:** At the main menu, highlight "Bonus Game" and press Select. Select, Select, Select, Left, Select, Select, Select, Up, Select, Right, Select, Select.

**Bison II Bonus Game:** At the main menu, highlight "Bonus Game" and press Select (13 times). Up, Select, Select, Select, Select, Down, Select (14 times).

**Maniac Mode:** At the main menu, highlight "Practice" and press Select, Select, Select, Select, Select, Left, Select, Select, Select, Select, Select, Down, Select, Select, Select, Select, Select, Down, Select, Right, Select, Down, Select, Select, Select, Select.

**Maniac Mode Sample:** At the main menu, highlight "Practice" and press Select, Down, Select, Left, Select, Up, Select, Up, Select, Right, Select, Up, Select, Left, Select, Up, Select, Right, Select. "Sample" will be in the Maniac Mode pause menu.

## Syphon Filter

**Level Select:** Pause the game, go into the options menu. High-light the "Select Mission" option, then press and hold Left+L1+R1+Select+Square+X.

**All Weapons and Ammunition:** Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). *Note: Only the weapons normally available during the current level will become selectable.*

**Hard Mode:** While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the first level, the screen will say "Hard Difficulty" under the area name.

**Cinema Mode:** When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator; on the left is an alley. Go down the alley and you should be in a street with flaming squad-cars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code.

## Section 47 Chrono Cross

**Location:** Divine Dragon Falls [alternate], Hermit's Hideaway [alternate], Lucca's House, Viper Manor [alternate]
**Plot Progression:** Upon leaving Chronopolis, head to the Divine Dragon Falls [alternate]. Place the Tear of Hate and the Tear of Love on the two pedestals inside to receive the Chrono Cross. Sail to Hermit's Hideaway [alternate] once you have it [skip to section 48 after you get the Chrono Cross. If Kid never joined your party during the game] to try to save Kid.
**Possible Party Members:** Kid—Joins automatically after you rescue her in the past.
**Miscellaneous:** (1) The Chrono Cross is an element which recharges all other equipped elements. (2) At this point Glenn can draw the Eimanzer from his family's grave. (3) The Divine Dragon Falls [alternate] is located slightly northeast of the Arni Village [alternate]. (4) Check on Kid to be sent to Lucca's house. (5) You must rid the area nearby of enemies before you can find the children. (6) Climb through the loose floorboard to reach Kid's area. (7) Use the Fire Gun to extinguish certain flames.

## Section 48 20,000 Leagues Under the Sea

**Location:** El Nido Triangle [alternate]
**Plot Progression:** Bring Starky to the El Nido Triangle [alternate] so you can enter his Spaceship and retrieve an anti-gravity device.
**Miscellaneous:** Use Red elements to damage the Royal Jelly. After Starky installs the anti-gravity device on your boat, you'll be able to fly to Terra Tower. To get the Star Struck element from Starky's spaceship, you must return to Mallter Island and on [illegible] become Terra Tower.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Pr[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Mythril, Deluge |
| J[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| S[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| M[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | Mythril, Trap |
| Roy[illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] Light, Sky Djinn [illegible] |

## Section 49 Let Sleeping Dragons Lie

**Location:** Terra Tower
**Plot Progression:** Now that the Dragons have shown their true face, use your newly modified boat to fly to what was once the Sky Dragon Isle [alternate]. Terra Tower. Seek out the Frozen Flame at its summit.
**Miscellaneous:** (7) Push the large stone pillars to form bridges inside the tower. (2) In the Viper Manor library area, push the switch on the second level to lower the ladder. (3) Use the teleport pads to reach the upper levels. (4) Defeat Gravitor and Luxator to unseal the doorway leading to the summit. (5) After defeating all six bosses, the teleport pad leading to the Frozen Flame appears.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Terra[illegible] | 2500 | [illegible] | 11 | [illegible] | [illegible] |
| Terra Terror | 725 | | 900 | Nostrum, Deluge | Waist Pad, Nostrum |

ENEMIES (CONT.)

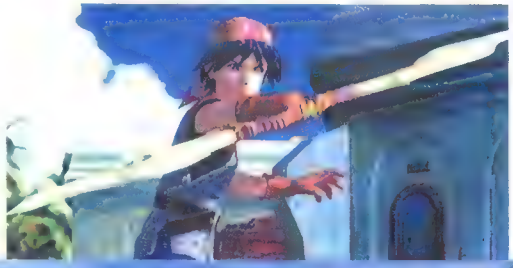
| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Cytoplasm | 468 | Blue | [illegible] | Nostrum, N/A | [illegible] |
| Ectoplasm | 440 | Red | [illegible] | [illegible] | [illegible] |
| Myxomycete | 574 | White | 8 | [illegible] | [illegible] |
| Whoo[illegible] | 1 | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | Red Field, N/A | [illegible] |
| [illegible] | [illegible] | [illegible] | [illegible] | Green Field, N/A | [illegible] |
| [illegible] | 2850 | Black | [illegible] | Black Hole, N/A | [illegible] |
| [illegible] | 3000 | [illegible] | [illegible] | Ultra Nova, N/A | [illegible] |
| Aquator | 2950 | Blue | [illegible] | Blue Field, N/A | Sea Charm, N/A |
| Time Devourer | Infinite | [illegible] | [illegible] | Carrying Of Name, N/A | Holy Healing, N/A |

## Section 50 Where Even Angels Lose Their Way

**Location:** Opassa Beach
**Plot Progression:** Once in your world's Opassa Beach, use the Time Egg at the newly opened red portal to the left to be taken to your final confrontation.
**Miscellaneous:** (1) Make sure to have the Chrono Cross element equipped for the battle. (2) The good ending is achieved by casting the elements so that they appear at the top of the screen in the musical tone order of the game's theme: Yellow, Red, Green, Blue, Black, White and the Chrono Cross. This is easier than it seems. To do so, equip the six variously colored elements on level one and two of each character. Equip the r[illegible] sets with recovery items of various colors (Heal, Alls work well) as well as a Revive on each character. During the battle, level each character up to their maximum, then just hang in there until the Time Devourer casts the first two colors (Defend if it casts Yellow so you don't taint the line) then quickly cast the [illegible] of the elements in the proper order (taking care to not have Serge's stamina level run out before casting the Chrono Cross). Since the Chrono Cross recharges the other elements (which you'll need for the Revives at the least), it shouldn't cost you much more than time—about a half an hour's worth—to be exact.

ENEMIES

| Name | HP | Innate | Gold | Items | Stolen Items |
|---|---|---|---|---|---|
| Time Devourer | 10000 | [illegible] | N/A | N/A | Nostrum, N/A |



When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

### Syphon Filter 2

**Level Skip:** Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.
**Super Agent:** Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
**Movie Theater:** Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L2+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

### Who Wants to Be a Millionaire: 2nd Ed.

**Replacement Names:** Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE GELMAN, or CODY. Entering the name DAN BLONSKY (one of the million-dollar winners), will get you the replacement name, PHONY.

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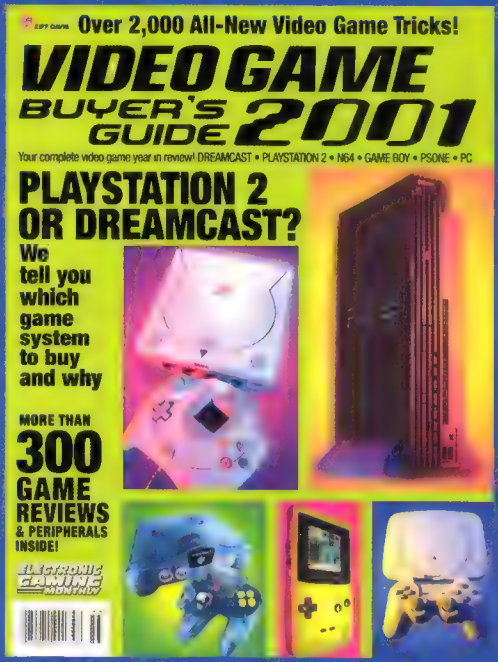


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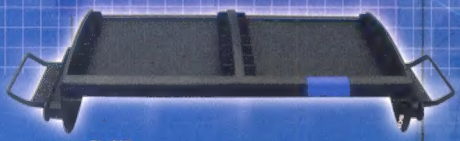

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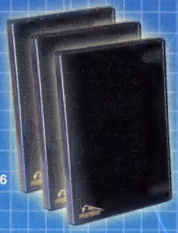

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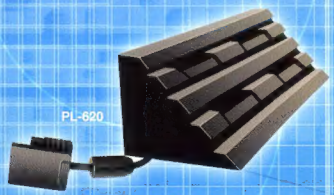

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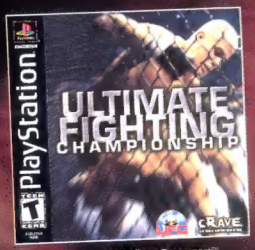


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